


AMIGA FORMAT

ISSUE 54 ■ CHRISTMAS 1993 ■ £3.95

LOOK!

Superb 87% rated full music package
PLUS: Unique to Amiga Format,
Sensible's best ever game!



54a

Become a music maestro!


SUPER JAM!

Making music has never been easier than with SuperJam. Try this fully-working version of Blue Ribbon's powerful song creation tool!

CAFFEINE FREE
Yet another great PD shoot-em-up written in Blitz Basic 2. Includes Blitz source code!

XAP
A strange and great new game from Cas Prince

All Amigas • Requires 1MB



54b

Cannon Soccer

Sensible Soccer versus Cannon Fodder in this crazy Christmas combination from the inimitable Sensible Software

All Amigas



REVIEWED: Frontier - Elite II, Alien Breed 2, Cannon Fodder, Hired Guns, Settlers, F117A
PIRACY: Crime & punishment
WISH LISTS: Top programmers

Future
PUBLISHING



**WHEN THE STREET
JUST AIN'T
TOUGH ENOUGH...**

**GO PLAY
IN THE
PARK**





IF IT'S NOT JURASSIC PARK IT'S EXTINCT

**CBM AMIGA
PC COMPATIBLES**



SUPER NINTENDO
ENTERTAINMENT SYSTEM

Nintendo
ENTERTAINMENT
SYSTEM
GAME BOY

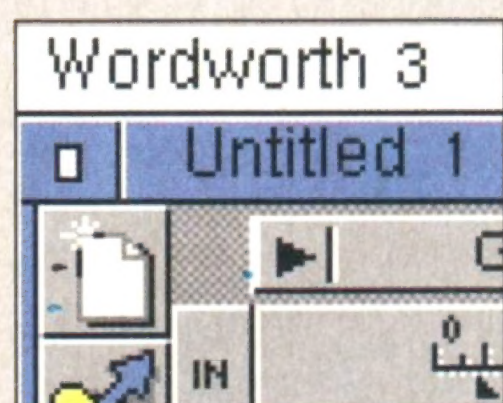
Well here it is, merry Christmas, everybody sing along... with our fabulous *SuperJam!* Coverdisk that is! Welcome to the biggest, most packed issue of the year. Here's what's in it...

Contents

AMIGA FORMAT

ISSUE 54 • CHRISTMAS 1993

TOP NEWS STORIES



Take a first look at '94's major new package.

Wordworth 3 16
We take an exclusive first look at one of the Amiga's top applications.

Sold Gold games bundle! 17
SDL are about to release the greatest games bundle ever.

AMOS will go AGA! 18
We exclusively reveal Francois Lionet's plans for AMOS.

Reviews

Edit Mate 170
Make light work of your home video editing with CamLink's new mid-priced editing system.

Money Matters 3 175
It's all change for Digita's Home Accounts. A new name, and new features. Is it better than before?

Magic Lantern 176
Turn a series of still images into an animation with this new utility.

One-Stop Music Shop 180
Can you really put four synthesisers in your Amiga and be able to control them all with ease? A musician's dream...

Montage 185
Create video titles in stunning 24-bit colour.

A1200 Expansions 186
Discover the latest delights to fill your trapdoor slot, one just a RAM expansion, one with SCSI too.

A1230 Turbo+ 190
Find out just how fast an A1200 can go with this superb value accelerator from Great Valley Products.

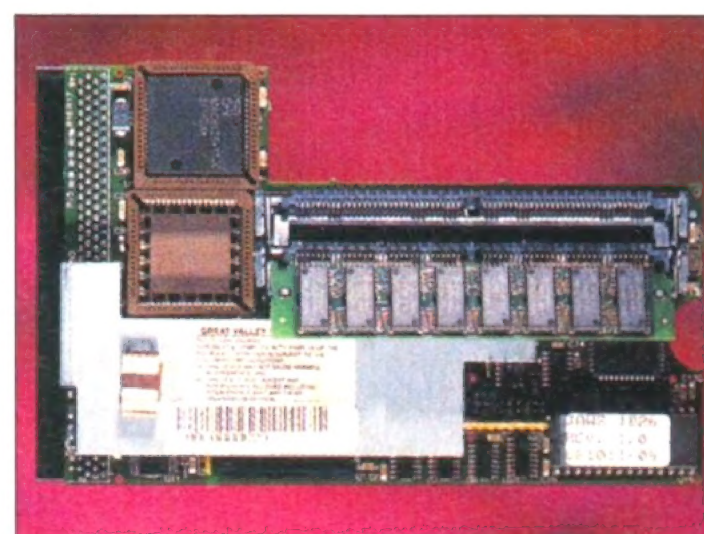
CD compilations 194
Two more shiny silver discs packed with delights for CDTV and A570 owners.

Craft 202
Can this language extension give AMOS the power to fight back against the *Blitz 2* onslaught?

Printers 208 & 210
Star and Panasonic's two new offerings in the Amiga output stakes.



This handy device can help you make professional looking videos. p 170



This may look like a boring piece of circuitry, but it makes your A1200 fast. p 190



Panasonic claim this is among the quietest colour printers for the Amiga. p 210



Just when you think you've seen it all on the PD scene, faces like this appear! p 218

Screenplay

49

Christmas number one. 50
The AF team make our predictions for the Xmas top spot.

Frontier - Elite II 62

Cyberpunks 68

Hired Guns 70

Magic Boy 72

F-117A Nighthawk 76

Cannon Fodder 78

Turrican 3 82

The Settlers 84

Prime Mover 88

Jetstrike 88

Kingmaker 90

Rules of Engagement 98

When Two Worlds War 98



Is it just another *Lemmings* rip off, or is *Settlers* bring you gameplaying relief - fast!

On this month's Coverdisks



FOR FULL
LOADING
INSTRUCTIONS
SEE PAGE 7

FOR FULL
INSTRUCTIONS
SEE PAGE 8

FOR FULL
INSTRUCTIONS
SEE PAGE 12



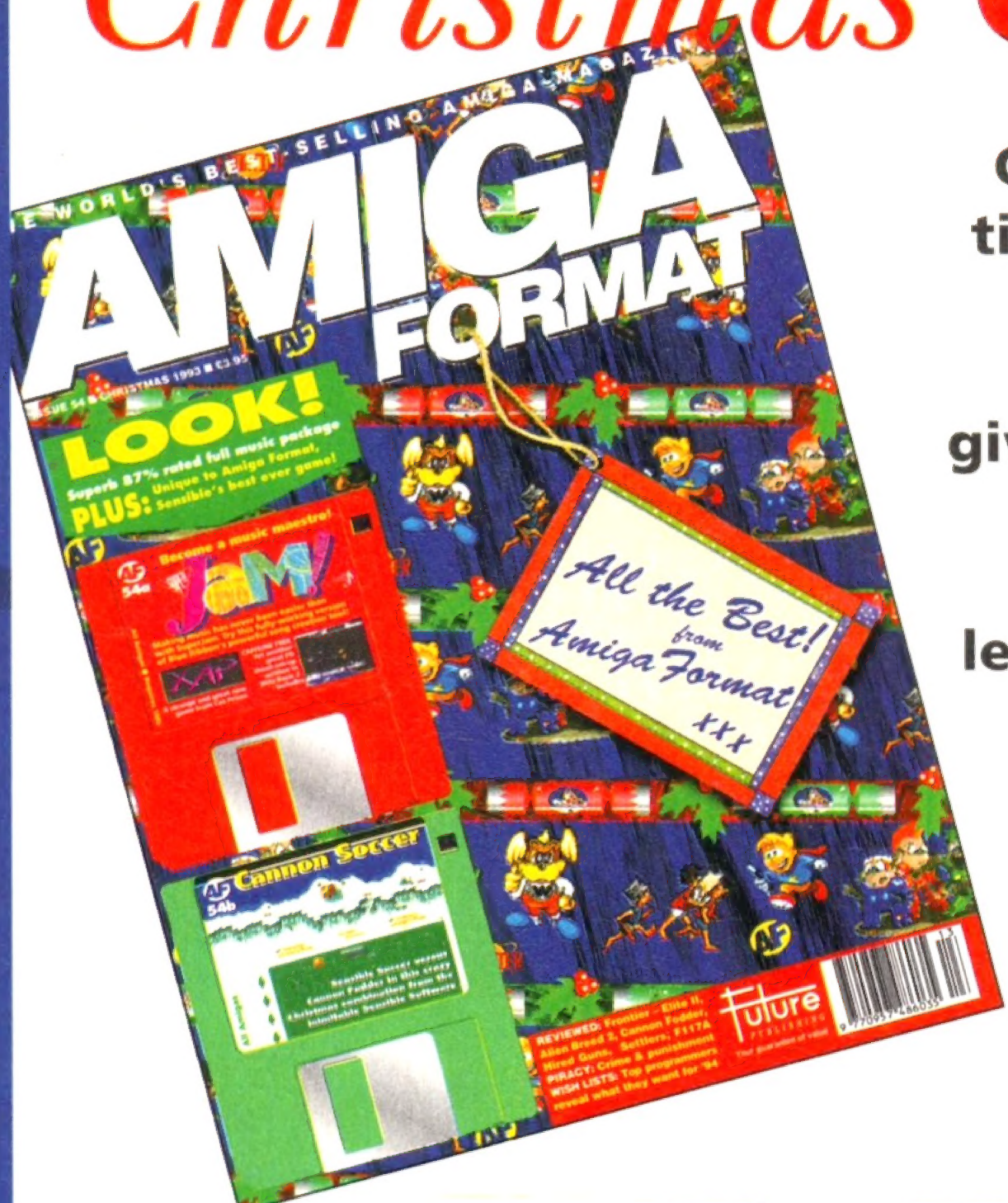
Regulars

Public Domain 214
Back Issues/Subscriptions 222
Mail Order 226
Workbench 231
Blitz Basic 2 tutorial 237
Imagine 2.0 tutorial 243
Letters 251
Next month 257

Christmas CAPERS

Christmas is a very special time of the year. It's a time of peace and goodwill among men. A time of giving presents and, best of all, a time of receiving them. We've asked the leading lights of the Amiga scene what they'd like to find in their stockings.

page 26



PIRACY *The Kiss of Death!*

We let those who practice it, those who try and prevent it, and those who suffer from it have their say.

page 43

WIN! *A Cool Car*

Read and use this month's *Imagine* tutorial, and you could win yourself one of 20 remote control cars.

page 122

BUILD YOUR OWN *A4000*

The A4000 is a mean machine, but not everyone can afford one we show you how you can get A4000 power from your existing machine.

page 162



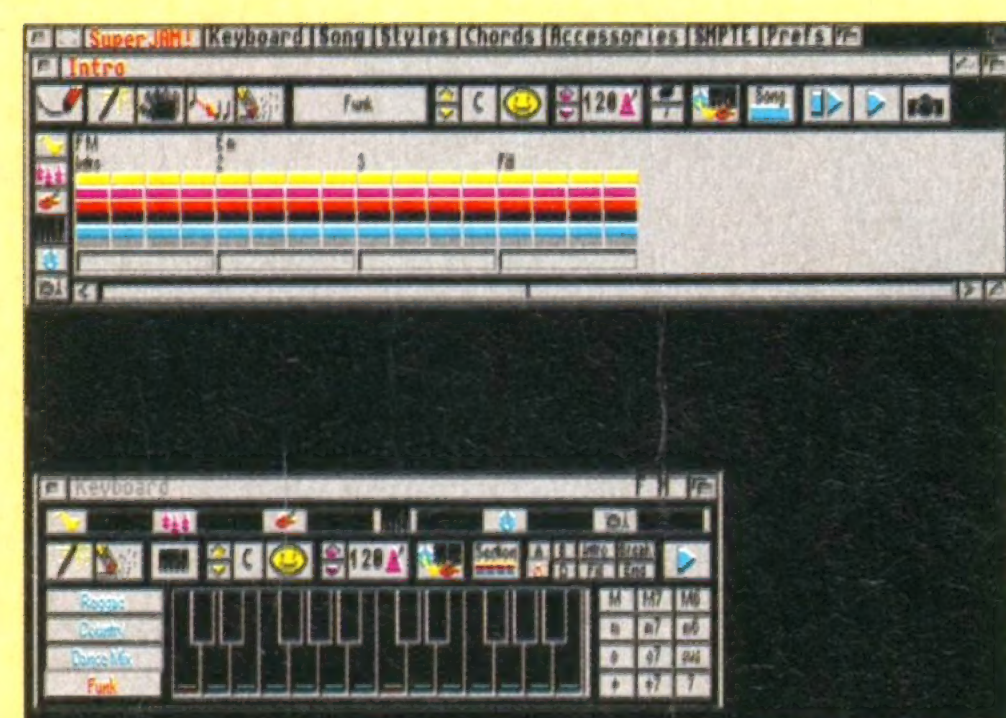
It's an age since *Hired Guns* appeared on our cover disk. Now it's here, was it worth the wait?

SUB	99
Theatre of Death	100
Alien Breed 2	104
Wonder Dog	106
Seek and Destroy	110
Body Blows - Galactic	112
Zool CD ³²	116
Sleepwalker CD ³²	116
Graham Gooch's 2nd Innings	116
Dinosaur Detective Agency	116
Bill Elliot's NASCAR Challenge	116
Globdule	120
Re-releases	128

Cardiaxx • Nightshift • Knights of the Sky • Railroad Tycoon • Links • Hook • Graham Taylor's Soccer Challenge • Dreamlands Comp • Combat Classics 2 • 10 Intelligent Strategy Games • Blue Angels Formation Flight Sim • Ashes



The *Star* newspaper wouldn't know a good game if we hit them with one. But does *Cannon Fodder* fall into this category?



SuperJam!

Creating computer music isn't always a simple task for the uninitiated. Imagine a program that lets you choose some instruments, pick a style and just jam away. That program is *SuperJam*, and it's on this month's Coverdisk.



Cannon Soccer

Last year's biggest game (see page 50) and what is destined to be one of next year's get together in one crazy Christmas demo. First polish off the *Sensible Soccer* players, then get your guns and complete another mission of *Cannon Fodder*.



Caffeine Free shoot-em-up

Another great blaster written in *Blitz Basic* 2. This gravity-defying shoot-em-up includes full source code.



Xap

A demo of this highly original, totally bizarre and completely compelling shareware game from Cas Prince.

LET US ENTERTAIN YOU!

SUPER NINTENDO



Home Alone
Was £44.99 **£19.99**

The Hunt for Red October
Was £49.99 **£19.99**

Super Mario All Stars **£49.99**

Streetfighter II Turbo **£59.99**

SN Propad **£12.99**
Was £17.99

YES! IT'S NES!

Nintendo



James Bond Jr **£9.99**
Was £39.99

Gremlins 2 - The New Batch **£9.99**
Was £19.99

Jurassic Park **£29.99**

YOUR KIND OF GAME BOYZ!

GAME BOY



Home Alone 2 - Lost in New York **£9.99**
Was £24.99

Sneaky Snakes **£9.99**
Was £24.99

Mortal Kombat **£29.99**

Logic 3 GB Power Adaptor **£6.99**
Was £7.99

HASTA LA VISTA AMIGA AMIGOS!

AMIGA



Goal **£9.99**
Was £30.99

Lemmings **£9.99**
Was £25.99

Zool 2, Get Zool 1 FREE **£25.99**

Jurassic Park **£25.99**

Super Pro Ziptik **£9.99**
Was £14.99

PLUS CD32 hardware and software in store now!

BUDGET ZONE

Super value range of budget titles for Amiga, PC and Atari.

Great gift ideas from Future Zone:
LOO'S, T-SHIRTS, CUDLY TOYS, GIFT VOUCHERS

Previous prices quoted apply in all our stores open for at least 28 days in the previous 6 months. All offers are available while stocks last. All prices and details correct at time of going to press, subject to change without notice, offer prices valid until 24/12/93.

THE ONLY PLACE ON EARTH FOR GAMES THIS CHRISTMAS.

(COME ALL YE FAITHFUL)



Future Zone is heaven on earth for computer and video games lovers. We've got all the latest in hardware, games and accessories with all the top names. There's even a Test Zone where you can try out the games before you buy. So make sure you zap down to Future Zone this Christmas because there's no place quite like it in the whole world.

This Christmas don't be a loser, get your copy of our Magazog - the totally crucial Christmas brochure, sponsored by Konami. Join our exclusive Zone Club and enjoy some wicked exclusive offers.

ENOUGH GAMES TO DRIVE YOU MEGA MAD!

SEGA



Mickey & Donald World of Illusion **£19.99**
Was £39.99

Road Rash II **£19.99**
Was £39.99

Streetfighter II Special Championship Edition **£59.99**

F.I.F.A International Soccer **£44.99**

SG Propad **£12.99**
Was £17.99

Sega Mega CD and games available.

BE MASTER OF THE GAME!

Master System II



Tazmania **£14.99**
Was £29.99
Was £19.99

Xenon 2 **£6.99**
Was £19.99

Speedball **£6.99**
Was £19.99

Sonic Chaos **£29.99**

GET INTO OUR GEAR NOW!

GAME GEAR



Lemmings **£14.99**
Was £27.99

Ariel The Little Mermaid **£14.99**
Was £29.99

Robocop v's Terminator **£29.99**

Logic 3 GG Car Adaptor **£5.99**
Was £8.99

EASY PC!

PC COMPATIBLE



Lemmings **£9.99**
Was £34.99

Shuttle **£9.99**
Was £39.99

Jurassic Park **£34.99**

Premier Manager 2 **£34.99**

Logic 3 Speedmouse **£14.99**
Was £19.99

Logic 3 Mousemat **£2.99**
Was £4.99

FUTURE ZONE

We're Everywhere!

We've got no less than 45 excellent stores nationwide. To find out where your nearest store is just give this number a buzz.

0891 332266



GETTING STARTED

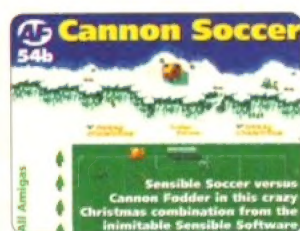


Before you do anything else you should be aware that this month's Coverdisk will not boot directly, so you will have to boot up from your normal Workbench disk first. Then simply insert your Coverdisk and you are away.

The Coverdisk also makes use of a library called `explode.library`. If you do not have this on your Workbench disk, you will have to copy it across. To do this simply open a Workbench Shell and type:

```
copy AF54a:libs/explode.library libs:
```

You will have to swap disks a few times and then the operation will be complete.



Disk 54b is autobooting, so if you want to play this special demo of Sensible's best shoot-em-up, just stick disk 54b

into your drive and turn the machine on, or perform a soft reset.

For more details on how to play the Cannon Fodder demo, turn to page 12...

COVER DISKS

A seasonal offering of software stunners adorn this month's cover. Battle through the three games and then annoy Granny with *SuperJAM!*

ON THIS MONTH'S Coverdisk 54a you will find a grand total of four things to play around with – just like Xmas morning. First up is the top-notch music package *SuperJAM!*.

Don't worry if you have no musical knowledge at all: even if you can't tell a metronome from a garden gnome, you'll be able to create wonderful sounds with this excellent package from the world-renowned Blue Ribbon Soundworks!

This full disk is stored on the Coverdisk in compacted format. To decompress the disk you must open the disk window and then double-click on the *SuperJam!* disk's icon. You may be asked to insert Workbench again – don't worry.

When the compressed file is copied to RAM, the decompression utility will ask you to insert a blank disk into DFO:, the internal disk drive. Do this and then press Return. After a while your *SuperJAM!* disk will be created.

To use your *SuperJAM!* disk, you will have to boot from your Workbench disk again.

Also on the disk you will find two more compacted files which will decompress on to whole disks. One of these is XAP, an excellent and origi-

nal game which pits your craft against alien blobby things bent on destruction. Decompress this disk in the same way as the *SuperJAM!* disk above.

The last compressed file on the Coverdisk is for a disk containing the source for this month's *Blitz Basic* column and another excellent game, coded entirely in *Blitz*. Finally, we have also included a drawer on this disk called 'Textures', with extra textures for use with *Imagine*.

1 MEG IMAGINE USERS

Due to circumstances beyond our intelligence, there were a couple of errors in the Preferences set-up details in last month's Coverdisk pages.

Any of you who tried the Preference fixes only to be thwarted when trying to quickrender the image, please accept our apologies and make the following corrections to the type-in.

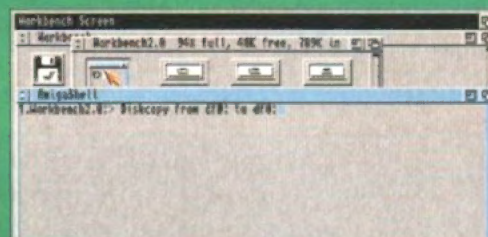
The Quickrender preset should indeed be lo-res, but it should appear as "Lores" and not "LORES" in the Preferences listing. The second error is the output file format, which should remain unchanged as "RGBN-12 bit" or can be changed to "IFF" for a non-impulse format file.

Backing up your disk

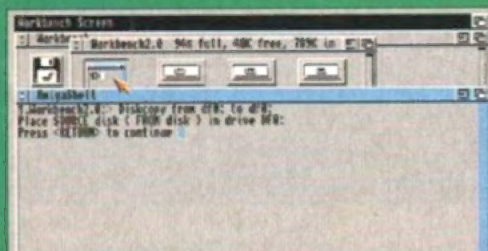
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



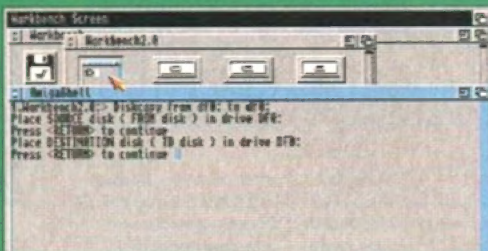
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



2 When the Shell window appears and the drive light is out, type in (DFO as in Zero, not DFO as in Oops): Diskcopy from DFO: to DFO: and press the Return key.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



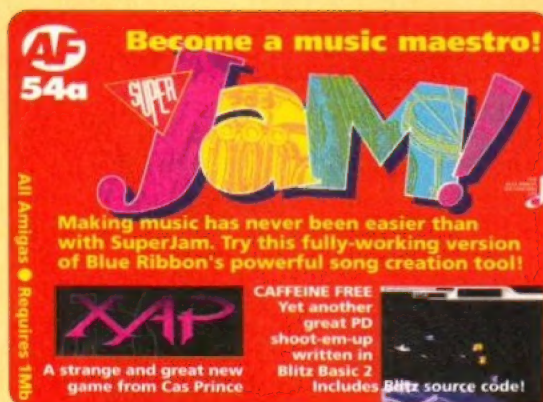
4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in: endcli to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

SUPERJAM

If you want to create music in a certain style, then we've just given you the tools. SuperJAM is a style-based composition program. Here's the lowdown on how the various elements work.



SO YOU WANT to make music, huh? What kind of music? No problem, just jam some chords and we'll do the rest.

Wouldn't it be nice if this was the case – someone else doing the work of composing while all you do is just come up with the idea for the tune?

SuperJAM! enables you to do just that. You can compose in any style just by jamming along and saving out the results. You can even create your own styles and variations.

Over the next few pages, we will have a look at the main editing areas of SuperJAM! so that you know exactly what does what. And as you get used

to the program, you will find new avenues to explore, and with the knowledge gleaned from the more basic sections, you will be making music in next to no time.

Load up, take this tour through the windows, then start experimenting. After all, the best way to get the most out of this program is just to jam.

THE QUICK STRIP



This holds all the main options and editing areas. Just click on an option to call up the window. Here is a list of what the buttons access:

SUPERJAM!

Gives you access to the filing options, creating a new song, displaying the info window or quitting the program.

KEYBOARD

Calls up the keyboard control win-

dow, which is at the heart of the SuperJAM! system.

SONG

Displays the song creation window. This is where you arrange all your sections into a complete song sequence.

STYLES

Pulls up a window containing the available styles. Click on a style to select it.

CHORDS

Calls up an edit window for you to create your own chords.

ACCESSORIES

A window containing extra items, such as the facility to link to Bars & Pipes or ARexx.

SMPTE

Calls up a SMPTE clock for using with tape synchronisers (don't worry too much about this because

most people haven't got these).

PREFS

Calls up the preferences window.

THE EDIT WINDOWS

These are the guts of the system. Through the windows you can create, edit, play and structure songs and sections. The windows act like those in Workbench, with a close gadget, front and back buttons, a resize gadget and a drag bar. The title bar also shows the main window to which the edit area is linked.

THE KEYBOARD WINDOW

This is the main control area for SuperJAM! From here you can call up styles, play chords and melodies and access all the detailed editing windows. The menu bar (accessed using the right mouse button) enables you to load and save data, reset the settings, store defaults and select what chords to play.

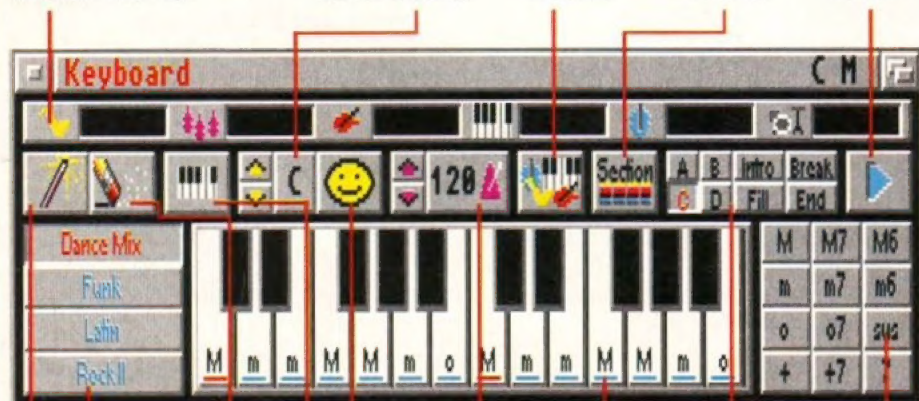
INSTRUMENT METERS – The instrument meters are useful for showing LED-type bars to display the level of a given instrument's activity.

KEY – Use the up and down arrows to change the key to be played in. The default key is C).

BAND – Call up the band instrumentation window with this.

SECTION – Used to call up the section editor window.

PLAY – Click to play and click again to stop.



STYLE

SELECTORS – Use these to play and compose in the chosen style.

ERASER

Use this to delete information with the mouse.

FACE

A happy face means you will play in a major chord; a sad face means minor chords.

KEYBOARD

Click on the keyboard with the pointer and the note (or chord) will play. If you are creating a section or sequence, this will be recorded.

CHORD BOX

To play a particular chord in the key selected on the keyboard, click on the requisite type in this box.

MAGIC WAND – Select this to edit existing values.

PIANO – This toggles between Piano (play chords) or Sax (play a solo melody).

TEMPO – Adjust the tempo with the up and down arrows (default is 120 bpm).

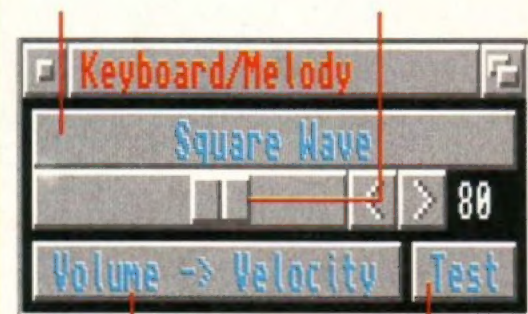
EMBELLISHMENTS – Add one of four grooves (A, B, C or D), a fill, a break, an intro or an end as you play.

MIDI INSTRUMENT EDIT WINDOW

This is where MIDI sounds are selected to play back as a member of the 'band'. Instrument set-ups for a number of synths can be loaded, or you can create your own synth and save it.

INSTRUMENT NAME – If a MIDI device map is loaded, this enables you to select an instrument from a list of sounds, rather than by selecting a number.

PROGRAM NUMBER SLIDER – Slide the box or use the up/down arrows to call up a new instrument.



VOLUME -> VELOCITY – Turn this on and the different volumes the band playback will be triggered on your MIDI instrument as different velocities.

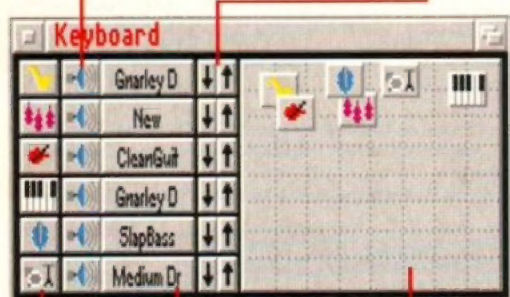
TEST – Plays a MIDI note to test a sound.

BAND INSTRUMENTATION WINDOW

This is where you choose instruments for your band to play. Holding the right button allows access to menu functions such as Load and Save Bands and Drum Maps.

OUTPUT SELECT - Chooses whether to play back Amiga samples or via MIDI. When MIDI is selected, the instrument name is replaced by a MIDI channel number (click on this to choose a different channel) and program number.

OCTAVE SHIFT - Use this to play in a higher or lower octave.



INSTRUMENT NAME - Shows the currently selected sample or MIDI instrument. Click on the sample name to select a new sound from a menu.

MIXING GRID - Used to alter the level and panning of an instrument in the mix. Each icon represents the band instrument with the same symbol. The vertical position is the volume and the horizontal position is the pan point.

INSTRUMENT SELECT BUTTONS - Click on this to call up the Sample Edit or MIDI Instrument Edit windows (depending on the output selected).

SAMPLE EDIT WINDOW

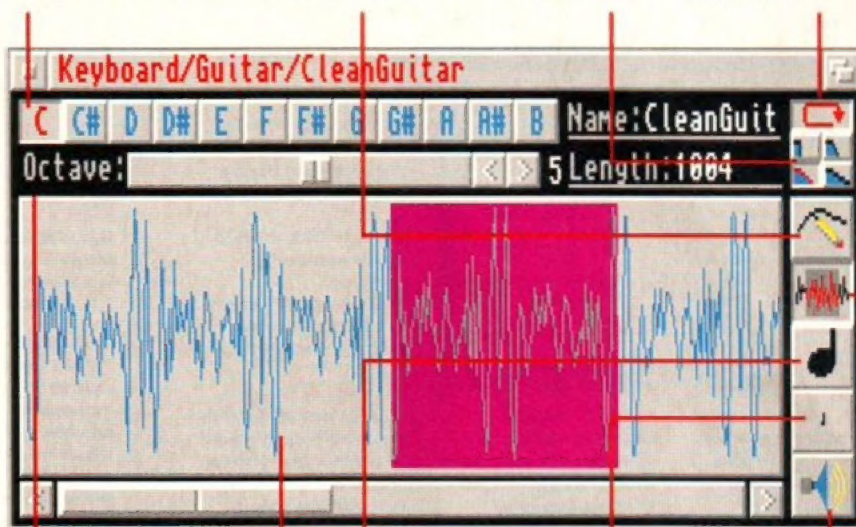
This is where samples are assigned and edited. Using Blue Ribbon's Turbosounds system, you can play back more than the usual four notes at once, but the quality does suffer. Using the pull down menus, you can carry out most of the edits possible in a sample editing package.

NOTE BUTTONS - Click on this to assign a sample to a note. You can actually assign a different sample to every note in an octave.

FREEHAND EDIT - Click on this then use the pencil to draw in section of the waveform on the fly. Useful for editing out clicks.

DECAY BUTTONS - Set the type of decay to play at the end of a looped sound.

LOOP BUTTON - Turns loop mode on or off. Remember to set your loop points before you loop a sound.



OCTAVE - Slide this to select an octave. It doesn't tune the sample, but assigns the octave where the sample belongs.

ZOOM IN - Expands the waveform in the display.

ZOOM OUT - Shrinks the waveform in the display.

TEST SOUND - Plays back the sample.

WAVEFORM DISPLAY - Shows the sample waveform for editing. Use the slider to show different parts of the waveform.

REGION EDIT - Selecting this enables you to mark out areas for carrying out edits via the pull-down menus.

SECTION EDIT WINDOW

Clicking on this icon in the Keyboard window calls up the section editor. Before you can create a section, you have to enter a name for the section and set its length in bars. Once this is done the window appears. Using the pull-down menus, you can load and save sections, alter the length, edit snapshots and alter preferences. They're a bit complex, but you'll get the hang of them.

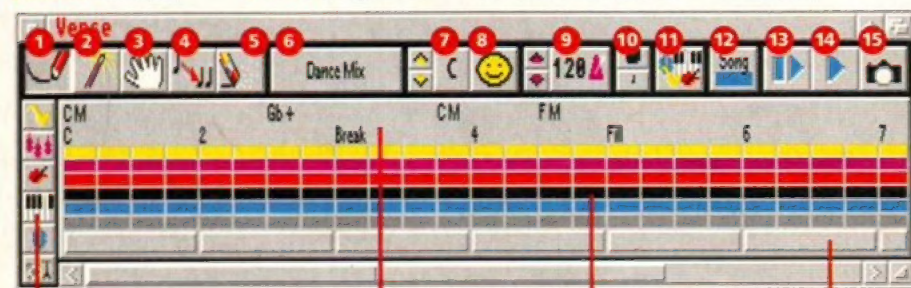
You can enter chords into a section as it plays

- 1 **PENCIL** - Enables you to enter data using the mouse.
- 2 **WAND** - Click on data already entered to change the values.
- 3 **HAND** - Use this to grab data entered and move it.
- 4 **DUPLICATOR** - Works like the Hand, except it copies the data.
- 5 **ERASER** - Used to

- remove data with the mouse.
- 6 **STYLE** - Each section can have its own style. Click to call up a menu to select a new style.
- 7 **KEY** - Use the arrows to play the section in a new key.
- 8 **FACE** - Make it happy to play in a major scale or sad in minor.
- 9 **TEMPO** - Adjust the

- tempo for a particular section here.
- 10 **ZOOM IN/OUT** - Expand or contract the bar display.
- 11 **BAND** - Each section can have an individual band. Use this to call up the Band Instrumentation window.
- 12 **SONG** - Use this to call up the Song Edit window, where all the

- sections are formed into a complete song.
- 13 **PLAY FROM BEGINNING** - Click and the section will play from the start.
- 14 **PLAY** - Click on this to play, then click again to stop.
- 15 **SNAPSHOT** - Clicking this stores the most recent version of the section.



INSTRUMENT SNAPSHOT EDIT - Click on an instrument's icon to call up the Snapshot window for that instrument, where precise edits can be made to sections saved using the Snapshot feature.

DATA AREA - This grey area is where chords and fill data are entered with the mouse.

SECTION BLOCKS - These show the playback status of each instrument in a section. Click on blocks to mute or unmute them. Any blocks surrounded by a box are muted.

LOCK BARS - If you like certain bars of a section, but not others, you can lock the ones you want to keep using them.

SONG EDIT WINDOW

This is where you construct your sections into a finished song. Use the pull-down menus to load and save songs and enter the Section Editor for the currently selected section.

PLAY FROM BEGINNING - Plays a song from the start.

PLAY - Click here to play a song from where you stopped. Click again to stop playing.

PENCIL - Use this to add new sections to a song.

MEASURE INDICATOR - Shows the current position of the song (in bars).

RECORD - By selecting this and pressing Play, any melody line you record using the keyboard window will be recorded as part of the song.

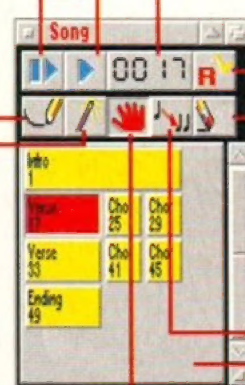
ERASER - Used to remove sections from a song.

DUPLICATOR - Select this then drag a section (like using the hand) to copy a section to another part of the song.

SONG EDITING AREA - This is where the sections are created, displayed and moved about.

WAND - Select this then click on a section to bring up the section editor.

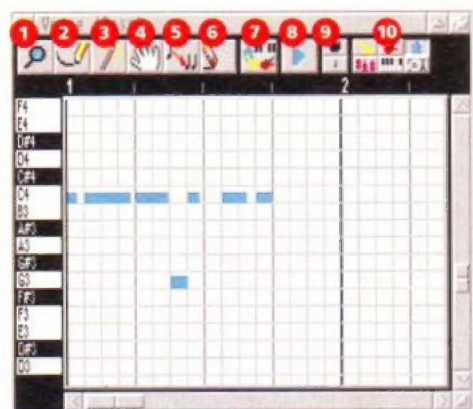
HAND - Use this to move sections around within a song.



THE SNAPSHOT GRID

This is where the sequences created in the Section Editor are stored. Here you can edit the various instrument parts of sections as though using a standard sequencer. You can even paste in sections from Bars & Pipes Professional using the special Clipboard feature.

Note that when you edit drums, the drum sounds are listed on the left, rather than piano-roll notes. You can edit the sounds for a particular key by clicking on Edit and selecting a new sound on the window that pops up.



1 GLASS - This calls up a window for precise editing of the values for a single selected note, including the time, range, velocity and duration.

2 PENCIL - Used for adding new notes to the grid.

3 WAND - Used to change the length and dynamics of a note. Just click on a note and drag to affect changes.

4 HAND - Drag notes to another position on the grid using this.

5 DUPLICATOR - Used to copy notes and drag

them elsewhere.

6 ERASER - Used to delete notes from the grid.

7 BAND - Calls up the Band Instrumentation window - just in case you want a new sound.

8 PLAY - Click to play, click again to stop.

9 ZOOM IN/OUT - Zoom in to the grid or pull back for a wider view.

10 OTHER PLAYERS - Click on one of these to open the Snapshot Grid of another instrument. This will close the current window unless Multiple Grids is selected in the Preferences menu.

STYLE EDIT WINDOW

By double clicking on a style or selecting New from the pull-down menu in the Style window, you can create and edit playing styles. By selecting a pattern then an instrument, you open the Pattern Grid for editing a pattern in the style. The patterns for a style are listed in the Pattern Panel to the left of the window.

Following the pattern names are the length (in bars) and some specialist settings. These are (from left to right): W - use pattern on measures with chord only



INSTRUMENTS - Click on these to edit the pattern details for that particular instrument.

NAME - Type in the name of your pattern here.

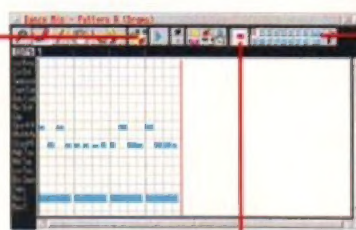
USAGE BUTTONS - These set (in order), W, H, Q, I, F, B and E on the Pattern Window.

PATTERN GRID

This is where patterns are created and edited for use in a style. When you first create a pattern in a style, you have to enter the root chord, scale and chord type in a window before you start.

The editor works pretty much the same as the Snapshot Grid, with a few

VARIATION CHOICE - This calls up the Variations window, which enables you to limit the variations introduced in a pattern. It takes a fair bit of musical knowledge, though.



THE 'PURPLEIZER' - When your style starts to 'improvise', it can get out of hand. Select this then apply it to notes to get them to play no matter what the variations tell the pattern to

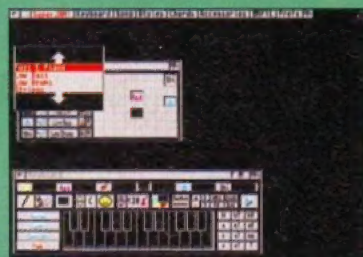
VARIATIONS - Each pattern can have 16 variations. Click on a variation to edit that particular one. Use Solo to select just one or All to select all of them.

Building a song in SuperJAM

The SuperJAM structure enables you to work in just about any way you wish. On the other hand you can just get straight in and jam along. Here's the basic method for putting together a track.



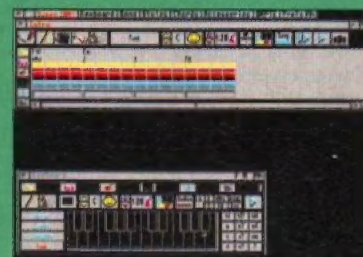
1 Load up the program until the black screen with the menu strip and Keyboard window appears. Move the sax-shaped pointer to the SuperJAM! menu, hold the left button and select New. This should make sure that everything's nice and blank to start with.



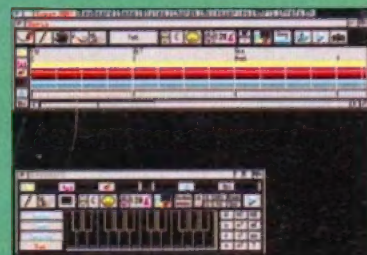
2 Click on the Band icon (the one with the little instruments on) and select some sounds for your band. This is done by clicking on the individual instrument pictures to the left of the box and selecting a sound from the menu. Once you've got some decent sounds, close the box.



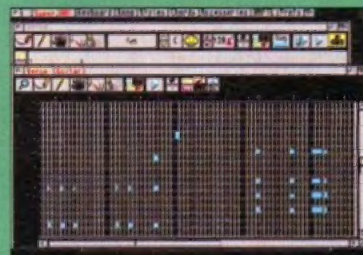
3 Jam along on the keyboard window until you think you've found a nifty tune (click the piano icon to play a solo and mess choose styles on the left until you're happy). To start making a song, click on Section, enter the name Intro and set it to about four bars in length.



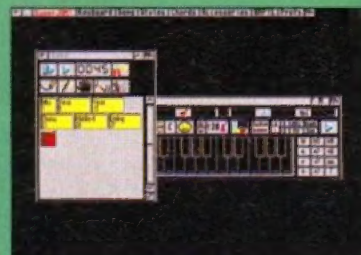
4 Using the mouse, put in your newly thought-of chord sequence at the top of the grey strip. Move slightly below this (level with the numbers) and place a Fill on bar 1 and a Break on bar 3. That should give you a respectable intro (if your chords sound all right).



5 Click the Snapshot icon and play through to store the intro, then close the Section window. Use the same basic method to create a verse section, remembering to name it Verse and set the length to eight bars. Use the same techniques to build up a verse.



6 If there are any portions that sound awful, Snapshot the section (see last step) then click the icon of the instrument you want to edit. Use the Hand (move), Pencil (add), Wand (edit) and Duplicator (copy) to make any changes on the grid. Close when you're happy.



7 Repeat these processes to create a Chorus, Middle-eight and a climactic ending, then go to the Song window by clicking on Song in the Quick Strip. The above window should appear. Now you can move sections around, copy them or delete them to arrange the song.



8 Once you've arranged the song to your satisfaction, save it out (just in case). Click on the record (R) button, then click on Play. You can now jam along on the Keyboard window to add a melody line to your song. Once it's finished, save out your completed masterpiece.

Power Computing's latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 combines exceptional value with incredible features. The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

Simm Technology - The PC1208 uses the latest industry standard 32-bit SIMM technology which allows you to use 1MB, 2MB, 4MB and 8MB modules.

Zero Wait State - The PC1208 never leaves the processor waiting around for data. Meaning your Amiga 1200 will run at its maximum speed. Simply adding either a PC1204 or PC1208 to your Amiga 1200 will increase its processing speed by 219%.

Real-Time Battery Backed Clock - Allows files to be date-stamped with the correct time and date so that you know exactly when they were created.

Ultra Fast FPU - With the addition of a maths co-processor intensive maths operations will be accelerated by up to fifty times. The PC1208 is the only memory expansion which offers the capability to take either PGA or PLCC type FPU's.

Easy To Fit - Fitted in minutes without the need to remove the computer's case. Does not effect your warranty.

PCMCIA Friendly - Unlike other expansion boards the PC1208 does not conflict with your Amiga 1200's card slot, using the PCMCIA friendly jumper even an 8MB SIMM can be used.

PC1204 with 4MB RAM

PC1204 with 4MB only	£185.95
PC1204 + 68881 20Mhz Co-Processor	£219.95
PC1204 + 68882 20Mhz Co-Processor	£235.95
PC1204 + 68882 33Mhz Co-Processor	£259.95
PC1204 + 68882 40Mhz Co-Processor	£279.95
PC1204 + 68882 50Mhz Co-Processor	£319.95

PC1208 with a choice of bare, 2MB, 4MB or 8MB RAM

Bare	PC1208 with 2MB
PC1208	£69.95
PC1208 + 68881 20Mhz	£96.95
PC1208 + 68882 20Mhz	£109.95
PC1208 + 68882 33Mhz	£119.95
PC1208 + 68882 40Mhz	£139.95
PC1208 + 68882 50Mhz	£179.95

PC1208 with 4MB	PC1208 with 8MB
PC1208 + 68881 20Mhz	£240.95
PC1208 + 68882 20Mhz	£269.95
PC1208 + 68882 33Mhz	£285.95
PC1208 + 68882 40Mhz	£305.95
PC1208 + 68882 50Mhz	£347.95
PC1208 + 68881 20Mhz	£419.95
PC1208 + 68882 20Mhz	£439.95
PC1208 + 68882 33Mhz	£465.95
PC1208 + 68882 40Mhz	£489.95
PC1208 + 68882 50Mhz	£530.95

The PC1204 & PC1208 Memory Expansion for the Commodore Amiga 1200.



The XL 1.76MB Internal & External Drive for the Commodore Amiga.



Power Computing's XL 1.76MB Drive* for any Commodore Amiga is now available. The XL Drive includes these many features:

Formats to 1.76MB - Using high density disks you can fit a massive 1.76MB on each disk.

Acts as a standard drive - Insert an 880K Amiga disk and the drive behaves like any other Amiga drive.

Fully compatible - Will read and write disks written on an Amiga 4000 internal high density drive.

Compatible with PC disks** - Also read and write high density PC disks using a suitable device driver.

Compact size - No larger than a standard 880K floppy disk drive.

High quality design - Uses a high quality Sony high density mechanism.

Easy to Fit - The external XL Drive simply plugs into the floppy drive port at the rear of your Amiga. The internal XL Drive simply replaces or adds to your existing drive(s). These drives can be installed in minutes and no soldering is required.

Software compatible - The XL series is fully compatible with all existing hardware and software.

External XL Drive £79.95
Internal XL Drive £75.95
A4000 Internal XL Drive £79.95

*Requires Kickstart 2 or above. **Requires Workbench 2.1 or above

Next day £5, 2-3 days £2.50

Saturday delivery £10

Specifications and prices subject to change without notice

All Trademarks acknowledged. VAT included. E & OE



Power Computing Ltd

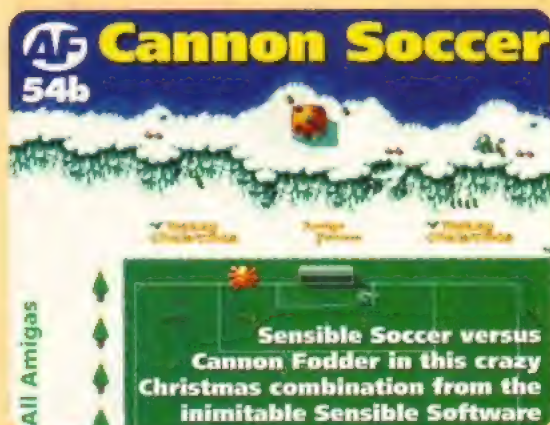
Unit 8 Railton Road Woburn Road Industrial Estate

Kempston Bedford MK42 7PN

Tel 0234 843388 Fax 0234 840234

Goods are sold subject to our standard terms and conditions of sale and are available on request

CANNON SOCCER



There is snow in the air and the land is filled with the spirit of Christmas as *Sensible Soccer* and *Cannon Fodder* characters celebrate the brotherhood of man. Well, actually, they try to kill each other, but it was a nice thought for a moment.

HO! HO! HO! What greater fun could you have this Yuletide season than trolling around two mind-mangling and totally exclusive levels of Sensible Software's latest violently strategic outing, *Cannon Fodder*? We couldn't think of anything more warmly seasonal than pressing a mouse button to unleash fiery death on several blood-lusting enemy monsters, so here's the plot...

You are in command of four likely-looking troopers. Your task is to destroy everything in sight – buildings, helicopters, people – in order to clear these two snowily wonderful, seasonally-adjusted levels of the enemy scum that infests them.

Couldn't be easier. Well, it could. It could be a great deal easier. In fact, most of the games you've ever seen are a great deal simpler than this. But boy oh boy, is it fun! Read the following instructions carefully before ploughing straight in, or you'll be sorry. And a big "Bah! Humbug!" to all of you...

HOW TO MOVE ABOUT... AND KILL THINGS...

Cannon Fodder is entirely mouse-controlled – this gives it the really easy control system that you now see displayed here.



RIGHT BUTTON: fire guns. Spray fire by moving the mouse around.

LEFT BUTTON: walk – keep the mouse pointer as far ahead as you can, the guys will follow it. You can also pick up rockets and grenades by leading

your men to them and then clicking on the object with the Left Button held down.

HOLD DOWN RIGHT BUTTON AND THEN PRESS LEFT BUTTON to throw grenades or fire rockets. Make sure to position the sight over the target and away from yourself.

[P] KEY pauses the game. Which can be useful to give yourself a chance to think and work out just what's going on.

DISK NOT WORKING?

We have duplicated over 560,000 disks this month and out of all those, sadly a few will be faulty. If your disk is faulty or any of the programs on it will not load or run properly, there may be a problem. Don't panic!

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format Christmas Disk
Disk Copy Labs Ltd
Units 2&3 Omega Technical Centre,
Drayton Fields, Daventry,
Northants,
NN11 5RT

GAGGLES OF GROUPS



Now here's a handy tip. Just because you've got four soldiers in one group doesn't mean that you can't split them up and deploy them over the terrain. All you need do is click on one or two of the names in the top left panel so that it is highlighted. Then click on the badge over the names (the snake, the bird, the panther). This will then split your troops. You are in control of the lighter coloured box. While you're away, the other troops will stay where they are and look after themselves. To rejoin the whole squad, simply



move one of the sections into the other. This is a useful tactic for exploring – sending one chap is better than wasting the entire group.

THINGS YOU SHOULD KNOW ABOUT

Below are just a few of the elements that you will chance upon as you wend your merry way through the snowy landscapes and winter wonderlands that your commanding officer has decided should be the place of your ultimate victory or doom...



1 This is a 'friendly' gun – well, it's not manned by the bad guys, anyway. This means that you can climb into it and start shooting by laying into the right mouse button with a vengeance.

2 This is an enemy gun emplacement. You can tell this by the red light on top (as well as the chappie standing next to it). Don't try to get into this one – just blow it up with a grenade or a rocket.

3 That will leave it looking like this.

4 An enemy chopper. Once again the red light on the top tells you what you need to know – as if the fact that it will be raining bombs on your head won't give you a hint or two. Avoid it at all costs.

5 Water: don't be afraid of it. Go on, dive in. Fortunately for your lads, you can fire at the enemy when submerged up to your necks in icy aqua. But do move fast.

6 Your grenade and rocket sight. Position this over the chosen target and click both buttons to unleash a shower of explosive death. Merry Christmas to ye!

7 Goalposts. Now, for the sake of keeping excitement levels at the maximum, we are showing you the posts at the top of the Land of Hope and Glory level. We don't want to spoil all the secrets, so we won't show you what lurks between the posts at the bottom. Take our word for it, it's nastier than Peter Shilton in a bad mood.

8 An enemy hut – you can tell by the door. Your task is to grenade or rocket it so the door disappears. Fail to do this and the enemy will just keep coming at you.

LAND OF HOPE AND GLORY



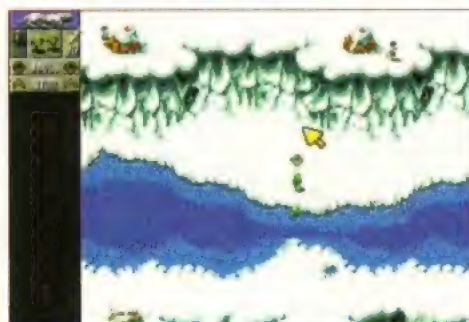
In the first mission, Land of Hope and Glory, you must remember to destroy these huts, avoid the helicopter, man the gun, pick up the grenades and kill everyone. Why destroy the huts? If you don't, then enemy soldiers keep emerging from them. Here's a tip, though: you only need to destroy those huts that have doors. You can tell



when you've managed to do the job when the hut no longer has a door.

As you can see from the second picture, these huts are no longer a danger to the good guys. Remember, though, that these dwellings cannot be destroyed simply with guns. You've got to grenade them from a safe distance.

IT'S SNOWTIME!



In the second mission - It's Snowtime! - you have to move from the bottom of the screen to the top. You do this by swimming through icy water, picking up rockets, shooting enemy troopers and knocking off two gun emplacements at the top



of the screen (first picture). You can only destroy these with grenades or rockets, so don't waste them. Once you've overcome that problem, trying to blow the hell out of a helicopter could be a good idea. Or maybe not. You decide.

TOOLS OF THE TRADE

Handy and useful tools of the trade. On the right you can see a bucket full of green stuff which is in fact a bucket of rockets and a packing case which is simply, erm, packed with hand grenades.

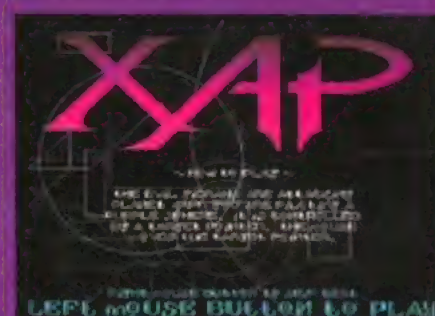
The illustrations bottom right show (left) four grenades ready for use (just click on the grenade icon) and (right) 10 rockets ready for use - just click on those as well. To fire either rockets of grenades, hold down the right mouse button and then click the left one. Make sure that you're at a



safe distance when loosing either rockets or you'll kill yourself. Hint: on the LoHaG level, go to the left and right of the screen before descending the slope to find rockets and grenades.

XAP

An original shoot-em-up.



This is the Shareware demo version. You can always register for even more mayhem.

An excellent, if somewhat confusing, shareware shoot-em-up by Cas Prince. The story line: those nasty Gidrahs are attacking your planet, and you have been given command of a purple sphere which fires bullets and smart bombs. You are the last hope for Xap...

Ahem. You've got to pilot your purple sphere around shooting the baddies while leaving the goodies alone. The goodies are the little flat purple ones with the eyes, and the baddies are everything else.

When you first start a level, your ship will take a few seconds to appear. You can control where it will appear by moving the mouse pointer. You shoot by pressing the left mouse button, and a stream of bullets will shoot out in the direction of the mouse cursor.

Pressing the right mouse button causes the sphere to move towards your cursor. Shields are activated by pressing the left shift key, and smart bombs by pressing the ctrl key. All this sounds complex, and it is. Just watch the intro screen for a fuller explanation, and a list of aliens.



Move around a lot and kill things - that seems to be the best strategy.

CAFFEINE FREE

Another Blitz classic.

Another stonking example of how good *Blitz Basic* games can be, *Caffeine Free* is a horizontal shoot-em-up featuring a bizarre array of incoming nasties. To make things trickier your ship's also hampered by the forces of gravity.

There are plenty of bonuses and power-ups like Anti Grav and Hot Shot to keep you going. The on-screen display gives your current energy level - collide with too many baddies and you have to start all over again - and a little black box shows the currently held power-up. The game's controlled by the usual up/down, left/right and <Fire> joystick moves or with the keyboard.



Invest in a pair of stout Government-approved underpants. You're going to need them in the alien-crazed world of *Caffeine Free*.



The cute little blue aliens just want to lead a happy and peaceful life, so it's a good job you're here to blast them out of their complacency.



IMPORTANT - PLEASE NOTE
NOP = will not work on A500
Plus, A600 or A1200.
NO12 = will not work on the A1200.
1 MEG = requires at least 1 meg of RAM to run.
• = NEW Item

BBS ATTACK SUB (NO12)	10.49	JURASSIC PARK (A1200 VERSION)	19.99	RICK DANGEROUS (NO12)	7.99	ZOO! (1 MEG)	10.49
A-TRAIN (1 MEG)	22.99	K240 (UTOPIA 2) (1 MEG)	18.49	ROAD RASH	17.99	ZOO! (A1200 VERSION)	18.49
A-TRAIN CONSTRUCTION SET (1 MEG)	12.49	XGB	20.49	ROBIN HOOD LEGEND QUEST	7.99	ZOO! 2 (1 MEG)	16.99
A320 AIR-BUS (1 MEG) (NOP)	16.99	KICK OFF 2 (1 MEG) (NO12)	8.49	ROBOCOP AEG (A1200 VERSION)	17.99		
A320 AIRBUS (USA VERSION) (1 MEG)	22.49	KINGDOMS OF GERMANY (1 MEG)	15.49	ROBOCOP	7.99		
ADDAMS FAMILY (1 MEG)	9.99	KINGS QUEST 1	10.99	ROBOCOP 3 (NO12)	13.49		
ADVANTAGE TENNIS (NO12)	17.49	KIT VICIOUS	16.99	ROLLING RONNY (NO12)	9.49		
AIR BUCKS	18.49	KNIGHTMARE	13.49	ROME (1 MEG)	19.99		
AIR FORCE COMMANDER (1 MEG)	16.49	KNIGHTS OF THE SKY (1 MEG)	12.99	ROCKE'S DRIFT	8.99		
AIR SUPPORT	17.49	KRUSTY'S SUPER FUN HOUSE	18.99	RULES OF ENGAGEMENT 2	21.49		
AIR LAND & SEA		LAST NINJA 2 (NO12)	7.99	RYDER CUP (A1200 VERSION)	18.49		
BBS ATTACK SUB, INDY 500,		LEGEND (WORLD OF LEGEND)	13.49	RYDER CUP	18.49		
F16 INTERCEPTOR (NO12)	23.49	LEGENDS (KRISALS) (1 MEG)	18.99	SABRE TEAM (A1200 VERSION)	15.49		
AIRBUCKS 1.2 (A1200 VERSION)	16.49	LEGENDS OF VALOUR (1 MEG)	23.49	SCRABBLE (US GOLD)	19.49		
ALFRED CHICKEN (1 MEG)	18.49	LEISURE SUIT LARRY 1 (1 MEG)	12.99	SECRET OF MONKEY ISLAND 2 (1 MEG)	12.99		
ALFRED CHICKEN (A1200 VERSION)	17.99	LEMMINGS	12.49	SECRET OF MONKEY ISLAND 2 (1 MEG)	24.49		
ALIEN 3	18.49	LEMMINGS 2	14.49	SENSIBLE SOCCER (92/93 SEASON)	13.49		
ALIEN BREED (SPECIAL EDITION) (1 MEG)	9.49	LEMMINGS DATA DISK - OH NO!	8.99	SHADOW OF THE BEAST 2 (WITH T-SHIRT)	9.49		
ALIEN BREED 2 (1 MEG)	17.49	LINKS - THE CHALLENGE OF	12.99	SHADOW OF THE BEAST 3	18.99		
ALIEN BREED 2 (A1200 VERSION)	17.49	JOHNHEART	12.99	SHADOWLANDS	9.49		
AMBERSTAR	18.49	LOMBARD RALLY	7.99	SHADOWWORLDS (NO12)	8.99		
AMERICAN GLADIATORS	17.99	LORD OF THE RINGS	17.49	SHOOT-EM-UP CONSTRUCTION KIT (NO12)	6.99		
AMNIO	9.49	LORD OF THE RINGS 2	20.49	SHUTTLE (1 MEG)	17.49		
ANOTHER WORLD	12.49	LOST VIKINGS	19.99	SILENT SERVICE 2 (1 MEG) (NOP)	14.49		
APACHE	7.99	LOTUS 3 - THE FINAL CHALLENGE (1 MEG)	10.49	SIM CITY DELUXE			
APIDYA	8.49	EPIC (1 MEG)	19.99	SIM CITY, FUTURE CITIES & TERRAIN	22.99		
APOLYPSIS (1 MEG)	20.49	EUROPEAN CHAMPIONS 2 (NO12)	8.99	SIM LIFE (A1200 VERSION)	22.99		
AQUATIC GAMES	17.49	LURE OF THE TEMPTRESS (1 MEG)	18.49	SIMON THE SORCERER (1 MEG)	22.49		
ARABIAN NIGHTS	16.49	M1 TANK PLATOON (1 MEG)	11.49	SIMON THE SORCERER (A1200 VERSION)	25.49		
ARCHER MACLEAN'S POOL	18.49	MAGIC BOY	17.99	SLEEPWALKER	12.99		
ARKANOID 2	7.99	MAGIC WORLDS		SMASH TV	7.99		
ASSASSIN (1 MEG)	12.49	(STORM MASTER, DRAGONS BREATH,		SOCCER KID	18.99		
ASSASSIN REMIX	9.99	CRYSTALS OF ARBORIA) (NO12)	16.49	SOCCER KID (A1200 VERSION)	16.49		
AV8B HARRIER ASSAULT	22.49	MAGNAN'S CASTLE (1 MEG)	20.49	SOB TREK (THE SEARCH FOR STOK)	18.99		
B.A.T. 2	23.49	MANCHESTER UNITED	9.49	SPACE CRUSADE - DATA DISK (NO12)	14.49		
BAT FLYING FORTRESS (1 MEG)	14.99	MARIC MANSION (NO12)	10.49	SPACE HULK	20.49		
BART VS THE WORLD	18.99	MICRO MACHINES	16.99	SPIRIT OF EXCALIBUR (1 MEG) (NOP)	9.49		
BATMAN RETURNS	17.99	MICROPROSE 3D GOLF (1 MEG)	12.99	SPORTS MASTERS			
BATMAN THE MOVIE	7.99	MIG 29 (1 MEG)	10.49	(PGA GOLF, INDY 500, ADVANTAGE TENNIS,			
BATTLE ISLE	13.99	MORTAL KOMBAT (1 MEG)	20.99	EUROPEAN CHAMPIONSHIP 5 1992)			
BATTLE ISLE 93	16.49	MORTAL KOMBAT 2 (1 MEG)	20.99	STAR TREK - 25TH ANNIVERSARY	20.49		
BATTLE OF BRITAIN	11.49	MR NUTZ (A1200 VERSION)	18.49	(A1200 VERSION)	22.49		
BEACH VOLLEY (NO12)	7.99	NEW ZEALAND STORY (NO12)	7.99	STARBLADE (NO12)	8.99		
BENEATH THE STEEL SKY (1 MEG)	20.99	NICK FALDO'S GOLF	21.49	STARDUST	12.49		
BENEFACITOR (1 MEG)	20.49	NICKY BOOM 2	16.99	STEVE DAVIS SNOOKER	10.49		
BILL'S TOMATO GAME	17.49	NIGEL MANSELL'S WORLD		STRATEGY MASTERS			
BLACK CRYPT (1 MEG)	16.49	CHAMPSHIP 1 (1 MEG)	15.99	(POPULOUS, HUNTER, SPIRIT OF			
BLADE OF DESTINY (1 MEG)	25.49	CAVALRY 3 (NO12)	15.49	EXCALIBUR, CHESS, PLAYER 2150,			
BLOB (1 MEG)	14.49	CAVALRY 3 (A1200 VERSION)	18.99	BATLEMASTER (1 MEG) (NO12)	21.49		
BLUES BROTHERS	7.49	CHAMPION SAFES (1 MEG)	20.49	STREETFIGHTER 2	16.99		
BOB'S BAD DAY	17.99	NO SECOND PRIZE	16.99	STRIKER (1 MEG)	16.49		
BODY BLOWS (1 MEG)	16.99	ONE STEP BEYOND (1 MEG)	14.49	STUART PEARCE'S SOCCER SELECTION 6			
BODY BLOWS (A1200 VERSION)	17.49	OPERATION SWOLF (NO12)	11.49	(KICK OFF 2, WORLD CHAMPIONSHIP			
BODY BLOWS GALACTIC (1 MEG)	17.49	OPERATION WOLF (NO12)	7.99	SOCCER, MANCHESTER UNITED,			
BODY BLOWS GALACTIC (A1200 VERSION)	18.99	OVERDRIVE (1 MEG)	16.99	INTERNATIONAL SOCCER) (NO12)	13.49		
BOSTON BOMB CLUB (NO12)	8.99	PANZA KICK BOXING (NO12)	7.99	STUNT CAR RACER (NO12)	7.99		
BOXING MANAGER (NO12)	8.49	PATRICIAN (1 MEG)	20.49	SUPER CARS (NO12)	7.49		
BUBBA N' STRIP	17.99	PERFECT GENERAL	22.99	SUPER CARS 3 (NOP)	9.49		
BURNING RUBBER	17.99	PERFECT GENERAL DATA DISK	14.49	SUPER CAULDRON	17.99		
BURNING RUBBER (A1200 VERSION)	18.49	PERIMELION (1 MEG)	20.49	SUPER FROG (1 MEG)	16.99		
CADAVRE (NO12)	9.49	PGA TOUR GOLF - COURSES	10.99	SUPER HANG ON	7.99		
CAESAR (1 MEG) (NO12)	18.49	PGA TOUR GOLF COURSE DISK	11.99	SUPER HERO	19.99		
CAESAR DELUXE	18.49	PINBALL DREAMS (1 MEG)	13.49	SUPER LEAGUE MANAGER (1 MEG)	18.49		
CAMPAIGN (1 MEG)	22.49	PIRATES (NOP)	10.49	SUPER RACE INVADERS	9.49		
CAMPAIGN 2 (1 MEG)	22.49	PIRATES (A1200 VERSION)	10.49	SUPERSTARS 2 (NO12)	9.49		
CANNON FODDER (1 MEG)	20.99	PLAYER MANAGER (NO12)	9.49	SWITCHBLADE 2 (NO12)	9.49		
CAPTIVE 2 - LIBERATION (1 MEG)	20.49	POOLS OF DARKNESS	8.99	SWIV (NOP)	8.99		
CARDIACS	9.49	POPULOUS & PROMISED LANDS (NO12)	10.49	SYNDICATE (1 MEG)	22.49		
CARLES 2 (A1200 VERSION)	22.49	POPULOUS & SIM CITY	17.49	TERMINATOR 2	20.99		
CELTIC LEGENDS	16.49	CHALLENGE DATA DISK	22.49	TFX (A1200 VERSION)	22.99		
CHAMPIONSHIP MANAGER (1 MEG)	12.49	DATA DISK (1 MEG)	12.49	THE BLUE & THE GREY (1 MEG)	18.99		
CHAMPIONSHIP MANAGER 93	9.49	POWER UP		THE LOST TREASURES OF INFOCOM			
UPDATE DISK (1 MEG)	9.49	(CHASE H.Q. TURRICAN, X-OUT,		20 CLASSIC INFOCOM TEXT			
CHAMPIONSHIP MANAGER 93/94 (1 MEG) 1.99		ALTERED BEAST, RAINBOW ISLANDS)	14.49	ADVENTURES) (NO12)	20.99		
CHAOS ENGINE	17.49	PREMIER MANAGER (1 MEG)	10.49	THE SETTLERS	23.49		
CHAOS ENGINE (A1200 VERSION)	18.49	PREMIER MANAGER 2 (1 MEG)	18.49	THEATRE OF DEATH	20.49		
CHUCK ROCK 2 (1 MEG)	10.49	PREMIERE (1 MEG)	12.49	THUNDERHAWK	10.99		
CIVILISATION (1 MEG)	23.49	PRIME MOVER	19.99	TITUS THE FOX	9.49		
CIVILISATION (A1200 VERSION)	25.99	PRINCE OF PERSIA (1 MEG)	7.99	TORNADO (1 MEG)	21.49		
COMBAT AIR PATROL	20.49	PRO TENNIS TOUR 2	12.49	TRANSMATICA	18.49		
COMBAT CLASSICS		PROJECT X (SPECIAL EDITION) (1 MEG)	10.49	TURRICAN	7.99		
(F16 STRIKE EAGLE, 2, 688 ATTACK SUB,		PUSH-OVER (1 MEG)	17.49	TURRICAN 2	7.99		
TEAM YANKEE) (1 MEG) (NO12)	19.99	QUEST & GLORY	13.49	TV SPORTS BOXING (NO12)	13.49		
COOL SPOT	20.99	(BLOODWYCK, MIDWINTER,		TV SPORTS FOOTBALL (NO12)	8.49		
COOL WORLD (1 MEG)	17.99	CADAVRE, BAT) (NO12)	13.49	ULTIMA 5 (NO12)	9.49		
CORRUPTION (MSCROLLS)	7.49	QUESTRON 2 (SS) (NO12)	5.49	UTOPIA - DATA DISK	11.99		
CRAZY CARS 3	14.49	OWAK	9.99	VIKINGS - FIELD OF CONQUEST (1 MEG)	11.49		
CREEPERS	18.49	R-TYPE (NO12)	7.99	WALKER	18.99		
CRUISE FOR A CORPSE	11.99	RAILROAD TYCOON (1 MEG)	14.49	WAR IN THE GULF	19.99		
CRYSTAL KINGDOM DIZZY	13.49	RAINBOW COLLECTION		WAXWORKS (1 MEG)	22.99		
		BUBBLE BOBBLE, RAINBOW ISLANDS,		WHEN TWO WORLDS WAR (1 MEG)	21.49		
		NEW ZEALAND STORY) (NOP)	8.99	WING COMMANDER 1 (1 MEG)	10.49		
		RALLY (1 MEG)	20.49	WIZ 'N LIZ	20.49		
		RAVING MAD	15.99	WIZARD	17.49		
		(MEGA TWINS, JAMES POND 2,		WOODWARD	14.49		
		ROBOCOP, RODLAND)	11.49	WOODY WOOD	20.99		
		REACH FOR THE SKIES	20.49	WWF WRESTLING (NO12)	11.49		
				WWF WRESTLING 2 (1 MEG)	17.49		
				XENON 2 MEGABLAST	9.49		
				XMAS LEMMINGS	14.49		
				YO JOE!	20.99		
				ZAK MCCRACKEN (NO12)	10.49		

EDUCATIONAL

ADI ENGLISH (11-12 YRS)	16.99
ADI FRENCH (12-13 YRS)	16.99
ADI FRENCH (13-14 YRS)	16.99
ADI JUNIOR COUNTING (5-7 YRS)	14.49
ADI JUNIOR READING (4-5 YRS)	14.49
ADI JUNIOR READING (6-7 YRS)	14.49
ADI MATHS (11-12 YRS)	16.99
ADI MATHS (12-13 YRS)	16.99
ADI MATHS (13-14 YRS)	16.99
ALVIN'S PUZZLES LOGIC	
AND SPELLING GAMES (5-8 YRS)	13.99
AMOS EASY (FIRST STEPS TO PROGRAMMING)	22.49
FUN SCHOOL 2 (2-6)	8.49
FUN SCHOOL 2 (6-8)	8.49
FUN SCHOOL 3 (2-5 YRS)	14.49
FUN SCHOOL 3 (5-7 YRS)	14.49
FUN SCHOOL 3 (7-9 YRS)	14.49
FUN SCHOOL 4 (2-5 YRS)	16.49
FUN SCHOOL 4 (5-7 YRS)	16.49
FUN SCHOOL 4 (7-9 YRS)	16.49
HERLIN'S MATHS (7-11 YRS)	16.99
FUN SCHOOL SPECIAL - PAINT 'N CREATE	16.99
FUN SCHOOL SPECIAL	
SPELLING FAIR (7-12 YRS)	16.99
MEGA MATHS (A' LEVEL COURSE)	17.49
MICRO ENGLISH	17.49
MICRO FRENCH	17.49
MICRO GERMAN	17.49
MICRO MATHS	17.49
MICRO SCIENCE	17.49
MICRO SPANISH	15.99
NOODY'S BIG ADVENTURE	
(FOLLOW UP TO NOODY'S PLAYTIME)	17.49
NOODY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3+)	
(1 MEG)	17.49
PAINT POT 2 (4-10 YRS)	13.99
WHICH? WHERE? WHAT? (4-8 YRS)	13.99

UTILITY

3D CONSTRUCTION KIT	
(WITH FREE TUTORIAL VIDEO)	12.49
3D CONSTRUCTION KIT 2	32.49
AMOS (GAMES CREATOR)	30.49
AMOS 3D (REQUIRES AMOS)	22.49
AMOS COMPILER (REQUIRES AMOS)	19.99
AMOS EASY (FIRST STEPS TO PROGRAMMING)	22.49
AMOS PROFESSIONAL	
(MORE COMPLEX VERSION OF AMOS)	32.49
AMOS PROFESSIONAL COMPILER	34.49
DELUXE PAINT 3 (WITH ANIMATION)	10.49
DELUXE PAINT 4 (1 MEG)	
(HAM MODE & ANIMATION)	55.49
DELUXE PAINT 4	
IGA FOR AMIGA 1200 WORKS IN	
256 COLOUR AND NEW 8-BIT HAM MODE)	66.99
66.99	
ACCOUNTS	5.49
HOME ACCOUNTS 2	35.49
KIND WORDS 3 WORD PROCESSOR	30.49
MINI OFFICE	
(WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES)	35.49
PEN PAL WORD PROCESSOR	55.49
POWERWORKS	
(MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 WORD PROCESSOR, INFOFILE DATABASE) (NOP)	19.99
PUBLISHER (PAGE LAYOUT PACKAGE)	
CAN PRODUCE BLACK AND WHITE	
NEWSLETTERS, FLYERS, ANNUAL	
REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE (1 MEG) (NO12)	30.49
TECNOPLUS BUSINESS PACK FOR AMIGA (WORDWORTH WORD PROCESSOR, K-Spread 2 SPREADSHEET AND X-DATA DATABASE) (1 MEG)	66.99
WORDWORTH V2 WORD PROCESSOR (1 MEG, AGA COMPATIBLE)	76.49

AMIGA CD GAMES

ALFRED CHICKEN	18.99
BURNING RUBBER	21.99
DGENERATION	18.99
DONK	18.99
LOTUS TRILOGY (LOTUS 1, 2, 3)	24.99
MICROCOSM	20.99
PINBALL FANTASIES	17.99
ROBOCOP	20.99
RYDER CUP	21.99
SLEEPWALKER	21.99
TFX	24.99
ZOO!	21.99

JOYSTICKS

BOLLSTICK HAND HELD JOYSTICK (MICROSWITCHED, AUTOFIRE) 10.99

CHEETAH BUG JOYSTICK (MICROSWITCHED, AUTOFIRE) 13.99

COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE, MICROSWITCHED, AUTOFIRE) 11.49

FREEWHEEL STEERING WHEEL (DIGITAL) FOR AMIGA (WORKS AS A JOYSTICK OR WITH FOOTPEDAL) SUITS MOST DRIVING GAMES 25.99

GRAVIS JOYSTICK WITH FOAM PADDED GRIP ADJUSTABLE HANDLE TENSION & PROGRAMMABLE FIRE BUTTONS 22.99

KONIX SPEEDKING JOYSTICK (AUTOFIRE) 10.99

LOGIC 3 DELTA RAY JOYSTICK (MICROSWITCHED, AUTOFIRE) 11.99

LOGIC 3 PINTO MINI JOYSTICK (MICROSWITCHED) 10.99

LOGIC 3 QUATRO JOYSTICK (MICROSWITCHED) 10.99

LOGIC 3 SIGMA-RAY JOYSTICK (MICROSWITCHED, AUTOFIRE) 11.49

MINI AMOS (GAMES CREATOR) JOYSTICK (MICROSWITCHED) 13.99

POWER PLAY CRUISER TURBO JOYSTICK (MICROSWITCHED, AUTOFIRE) 11.49

QUICKJOY FOOT PEDAL FOR AMIGA OR ST 11.49

TRANSFERS ANY JOYSTICK FUNCTIONS TO FOOT PEDALS 18.99

QUICKJOY JET FIGHTER JOYSTICK (MICROSWITCHED, AUTOFIRE) 11.99

QUICKJOY QJ1 JOYSTICK (MICROSWITCHED) 7.99

QUICKJOY TOP STAR JOYSTICK (MICROSWITCHED, AUTOFIRE) 17.49

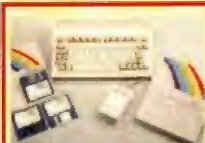
QUICKSHOT 128F MAVERICK 1 JOYSTICK (AUTOFIRE) 11.99

QUICKSHOT 137F PYTHON JOYSTICK (AUTOFIRE) 9.99

QUICKSHOT 155 AVIATOR 1 JOYSTICK (MICROSWITCHED) 23.99

SAITEK MEGAGRIP 2 JOYSTICK (AUTOFIRE) 11.49

SPEEDKING ANALOGUE JOYSTICK FOR AMIGA (FOR PROPORTIONAL CONTROL ON SUITABLE SOFTWARE, AUTOFIRE) 11.99



**COMMODORE AMIGA A600
LEMMINGS PACK 1/0**
WITH DELUXE PAINT 3 AND LEMMINGS
GAME, BUILT-IN TV MODULATOR, MOUSE,
WORKBENCH 2.0, 1 MEG RAM EXPANDABLE
TO 10 MEG, 1 YEAR IN-HOME SERVICE
WARRANTY. **SAVE £50174.99**

**COMMODORE AMIGA A600 LEMMINGS PACK 1/0
AS ABOVE COMPLETE WITH SONY 14" FST KVM1400
COLOUR TV/MONITOR AND SCART LEAD. **SAVE £70354.99****

COMMODORE AMIGA A1200 LEMMINGS PACK 2/0
WITH DELUXE PAINT 3 AND LEMMINGS,
MOUSE, BUILT-IN TV MODULATOR,
2 MEG RAM EXPANDABLE TO 10 MEG,
32 BIT 68020 14 MHZ PROCESSOR, AGA
GRAPHICS CHIPSET, WORKBENCH 3.0,
1 YEAR IN-HOME SERVICE WARRANTY.
SAVE £60264.99

**COMMODORE AMIGA A1200 LEMMINGS PACK 2/0
AS ABOVE WITH OVERDRIVE 85MB HARD DRIVE.....464.98**

**COMMODORE AMIGA A1200 LEMMINGS PACK 2/0
AS ABOVE COMPLETE WITH SONY 14" FST KVM1400
COLOUR TV/MONITOR AND SCART LEAD. **SAVE £85439.99****

**COMMODORE AMIGA A1200 LEMMINGS PACK 2/0
AS ABOVE PLUS OVERDRIVE 85MB HARD DRIVE COMPLETE
WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR
AND SCART LEAD **SAVE £135 ON RRP639.98****

**SAVE UP
TO £50**

HARD DRIVES

OVERDRIVE HIGH SPEED HARD DRIVES FOR A1200.
EXTERNAL DRIVE STYLED TO MATCH AMIGA. PLUGS
INTO PCMCIA SLOT. EXTERNAL PSU. SEAGATE DRIVE
UNIT ("THE FASTEST DRIVE EVER REVIEWED BY CU").
INCLUDES CIVILISATION GAME AND AQ TOOLS
SOFTWARE. 1 YEAR WARRANTY.

OVERDRIVE HARD DRIVE 85 MB199.99
OVERDRIVE HARD DRIVE 170 MB259.99
OVERDRIVE HARD DRIVE 250 MB299.99

SCART TELEVISIONS & MONITORS

**COMMODORE 1084S
COLOUR MONITOR**
STEREO SOUND, OFFICIAL UK
VERSION, INCLUDES AMIGA
MONITOR LEAD AND 1 YEAR
WARRANTY. **.....179.99**

**COMMODORE 1940
MONITOR**
SUPPORTS SVGA AND ALL
AMIGA 1200 AND 4000 GRAPHICS
MODES. 0.39" DOT PITCH, 14"
DISPLAY, BUILT IN STEREO
SPEAKERS FOR QUALITY SOUND.
OFFICIAL UK VERSION.
PC LEAD WITH AMIGA ADAPTOR
INCLUDED. **284.99**

**PHILIPS 15" FST
COLOUR TV/MONITOR**
WITH TELETXT AND REMOTE
CONTROL, MODEL 15PT161A.
AUTO PROGRAMMING, FRONT AV
SOCKETS, REAR SCART INPUT, 2
YEAR WARRANTY, TELESCOPIC
AERIAL. **FREE SCART LEAD**
(STATE AMIGA, ST, MEGADRIVE
OR SNES).
SAVE £15 OFF RRP234.99



**SONY KVM1400 14" FST
COLOUR TV/MONITOR**
WITH REMOTE CONTROL,
60 CHANNEL TUNING, REAR SCART
INPUT, HEADPHONE SOCKET, TWO
POSITION TILT, BLACK TRINITRON
SCREEN, LOOP AERIAL.
FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE
OR SNES).
SONY TV (GREY)194.99
SONY TV (WHITE)194.99
SONY TV WITH
FASTEXT OPTION249.99

**GOLDSTAR 14"
TELEVISION**
WITH REMOTE CONTROL AND
SCART INPUT.
FREE SCART LEAD
(STATE AMIGA, MEGADRIVE OR
SNES)154.99

PRINTERS

CANON BJ-10EX BUBBLE JET PRINTER
64 NOZZLE, 80 COLUMN, 83LO CPS 2LO/1 DRAFT FONT, 1 YEAR
WARRANTY, FREE PRINTER LEAD. A SMALL, PORTABLE PRINTER,
VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT
QUALITY. **.....199.99**

CANON BJ10 SX BUBBLE JET PRINTER
64 NOZZLE, 80 COLUMN, 110LO CPS 2LO/3 DRAFT FONT, 1 YEAR
WARRANTY, FREE PRINTER LEAD. A SMALL, PORTABLE PRINTER,
VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT
QUALITY. FASTER AND QUIETER THAN THE BJ10EX. **.....215.99**

CITIZEN SWIFT 90C COLOUR PRINTER
9 PIN, 80 COLUMN, 240CPS/54NLO, 8NLO FONTS, 2 YEAR WARRANTY,
FREE PRINTER LEAD. A 9 PIN PRINTER WITH COLOUR FACILITY AND
FULL PAPER HANDLING FUNCTIONS. **.....164.99**

CITIZEN SWIFT 200C PRINTER + COLOUR KIT
24 PIN, 80 COLUMN, 216CPS/72LO & LO/1 DRAFT FONT, AUTO SET
FACILITY, INPUT DATA BUFFER, AUTO PAPER FEEDING, ENVELOPE
PRINTING, 2 YEAR WARRANTY/FREE PRINTER LEAD. **.....216.99**

CITIZEN 240C PRINTER + COLOUR KIT
24 PIN, 80 COLUMN, 240CPS/80LO, 9LO/1 DRAFT FONT, 2 YEAR
WARRANTY, FREE PRINTER LEAD. ADVANCED VERSION OF 24E WITH
AUTOSSET FEATURE AND LCD CONTROL PANEL**259.99**

EPSON LQ100 PRINTER
24 PIN, 80 COLUMN, 250 CPS/72 LO, 8 FONTS (2 SCALEABLE), QUIET
50DB NOISE LEVEL, EASY TO USE CONTROL PANEL, FREE PRINTER
LEAD. 1 YEAR WARRANTY. EXCEPTIONAL QUALITY LOW COST 24
PIN PRINTER**164.99**

EPSON STYLUS 800 INKJET PRINTER.
48 NOZZLE, 80 COLUMN, 150CPS LQ, 360DPI RESOLUTION, 4
SCALEABLE FONTS, LOW RUNNING COSTS, EASY TO USE CONTROL
PANEL. FREE PRINTER LEAD. 2 YEAR WARRANTY**259.99**



**COMMODORE AMIGA A1200
DESKTOP DYNAMITE PACK**
WITH WORDWORTH 2.0 AGA WORD
PROCESSOR, DELUXE PAINT IV,
PRINT MANAGER, OSCAR AND
DENNIS, MOUSE, TV MODULATOR,
2 MEG RAM EXPANDABLE TO 10
MEG, 32 BIT 68020 14 MHZ
PROCESSOR, AGA GRAPHICS
CHIPSET, 1 YEAR IN-HOME
WARRANTY. **SAVE £50299.99**

COMMODORE AMIGA CD-32 CONSOLE

WITH OSCAR AND DIGGERS GAMES.
CD BASED CONSOLE WITH AMIGA A1200
POWER, 256,000 COLOURS FROM 16
MILLION, FAST 68020 PROCESSOR,
2 MEG RAM AND 11 BUTTON JOYPAD.
CAN PLAY AUDIO CD'S AND CD+G DISCS.
FULL MOTION VIDEO ADAPTOR AVAILABLE
.....**SAVE £14285.99**

COMMODORE FULL MOTION VIDEO ADAPTOR FOR CD-32
(VIDEO-CD MPEG ADAPTOR), GIVES THE CD-32 THE CAPABILITY OF
RUNNING VIDEO FROM CD WHEN THE SOFTWARE BECOMES AVAILABLE. **199.99**

COMMODORE AMIGA CD-32 AS ABOVE
COMPLETE WITH SONY 14" FST KVM1400 COLOUR
TV/MONITOR AND SCART LEAD. **SAVE £43 ON RRP465.99**

**FOR A FREE COLOUR CATALOGUE
PLEASE CALL 0279 600204**

MICE

ALFA MEGAMOUSE 2 FOR AMIGA OR ST.
260 DPI, HIGH QUALITY MOUSE FOR
A BUDGET PRICE.11.99
DATALUX MOUSE FOR AMIGA OR ST
(200 DPI, CLEAR DESIGN)15.99
LEGEND TRACKBALL FOR AMIGA.
REPLACES STANDARD MOUSE FOR ALL
MOUSE BASED OPERATIONS.
COMFORTABLE, ERGONOMIC FEEL,
SUITED MAINLY TO RIGHT HANDED USERS.
23.49
RSO TRUEMOUSE FOR AMIGA OR ST.
200-400 DPI RESOLUTION. COMFORTABLE
FEEL AND LONG
CORD15.49
MOUSE MAT (JUNGLE SCENE) WITH
SPONGE BACK AND COLOUR PRINT5.99
MOUSE MAT WITH SPONGE BACKING 4.99

LEADS

HI-FI LEAD - AMIGA OR ST (STANDARD
PHONO INPUT), 3 METRES.3.99
MONITOR LEAD - AMIGA TO PHILIPS
CM8833 MK2 OR CBM 1084S MONITOR 7.99
MONITOR LEAD - ATARI ST TO PHILIPS
CM8833 MK2 OR CBM 1084S MONITOR 7.99
SCART LEAD - AMIGA TO
GOLDSTAR TV9.99
SCART LEAD - AMIGA TO PHILIPS TV9.99
SCART LEAD - AMIGA TO SONY TV9.99
SCART LEAD - AMIGA TO TELEVISION WITH
SCART INPUT9.99
NULL MODEM CABLE8.99
PRINTER LEAD (PARALLEL) 1.5 METRES
FOR AMIGA, ST OR PC7.99
SWITCHER BOX FOR AMIGA, ST OR PC.
CONNECTS TWO PRINTERS OR TWO
PERIPHERALS TO PARALLEL PRINTER
PORT. MANUAL SWITCHER. REQUIRES
SWITCHER LEAD18.99
SWITCHER LEAD (STRAIGHT THROUGH
CABLE). CONNECTS AMIGA, ST OR PC TO
SWITCHER BOX. 1.5 METRES
PARALLEL (MALE TO MALE 25 WAY D
CONNECTORS)9.99
ANALOGUE JOYSTICK ADAPTOR FOR
AMIGA. ALLOWS ANY 15 PIN ANALOGUE
PC JOYSTICK TO BE USED ON ALL AMIGAS
WITH GAMES THAT FEATURE ANALOGUE
CONTROL7.49
FOUR PLAYER JOYSTICK ADAPTOR
FOR AMIGA OR ST7.99
JOYSTICK EXTENDER CABLE FOR
AMIGA OR ST (3 METRES)6.99
PORT EXTENSION ADAPTOR FOR AMIGA
OR ST (PACK OF TWO). EXTENDS
JOYSTICK AND MOUSE PORTS BY
21CMS5.99
ANTI-SURGE 4 WAY MULTIPLUG
EXTENSION LEAD FOR ANY ELECTRICAL
DEVICE (EG.COMPUTER/CONSOLE/VIDEO).
PROTECTS YOUR VALUABLE EQUIPMENT
AGAINST DAMAGING ELECTRICAL
SURGES.....23.99

ANTI-SURGE PLUG FOR ANY ELECTRICAL
DEVICE (EG. COMPUTER
/CONSOLE/VIDEO). PROTECTS YOUR
VALUABLE EQUIPMENT AGAINST
DAMAGING ELECTRICAL SURGES.12.99

MEMORY UPGRADES

1 MEGABYTE A600 RAM
UPGRADE WITH CLOCK37.99
4 MEG PCMCIA UPGRADE FOR A600 OR
A1200. PLUGS DIRECTLY INTO SMART
CARD SLOT. THESE ARE NOT BATTERY
BACKED AND CAN'T BE USED AS A DISK.
ONLY AS RAM.164.99

MISCELLANEOUS

CITIZEN PRINTER DRIVER KIT.12.99
DELUXE WORK CENTRE (RSD)
FOR AMIGA A120042.99
DELUXE WORK CENTRE (RSD)
FOR AMIGA A500 OR A500 PLUS42.99
DELUXE WORK CENTRE (RSD)
FOR AMIGA A60037.99
EXTERNAL 3.5" DISK DRIVE FOR AMIGA
WITH SONY/CITIZEN DRIVE MECHANISM.
880K FORMATTED CAPACITY, QUIET, HIGH
QUALITY, SLIM LINE DESIGN, COLOUR
MATCHED METAL CASE AND LONG REACH
CONNECTION CABLE.57.99
SCREENBEAT STEREO SPEAKERS FOR
AMIGA OR PC. REQUIRES 4AA BATTERIES
OR MAINS ADAPTOR. DESIGNED
SPECIFICALLY FOR COMPUTERS,
INCLUDING MOUNTINGS FOR
ATTACHMENT TO MONITOR.18.99
SCREENBEAT MAINS ADAPTOR FOR
SCREENBEAT SPEAKERS7.99
ZYDEC AMIGA POWER SUPPLY (SPECIAL
COOL RUNNING TRANSFORMER)32.99
ZYDEC STEREO SPEAKERS FOR AMIGA
WITH BUILT-IN AMPLIFIER AND VOLUME
CONTROLS27.99
ROBOSHIFT INTERFACE FOR AMIGA OR ST
(PLUGS MOUSE & JOYSTICK INTO ONE
PORT) 12.991 MEGABYTE A500 PLUS RAM
UPGRADE WITH CLOCK29.99

**LOTS MORE AVAILABLE
PLEASE RING FOR A
CATALOGUE 0279 600204**

BLANK DISKS

PACK OF 50 SONY D5DD 3.5" DISKS
WITH LABELS22.99
PACK OF 10 TDK MF-2DD 3.5" DISKS
(D5DD BRANDED)7.99
PACK OF 10 VERBATIM D5DD 3.5" DISKS
WITH LABELS (BRANDED)6.49
3.5" DISK HEAD CLEANER4.49

CHRISTMAS CONSOLE MADNESS

ALL GENUINE UK VERSIONS

MEGADRIVE 2 + ALADDIN + 2 CONTROL PADS112.99
MEGADRIVE 2 + SONIC 2 + 2 CONTROL PADS112.99
MEGA CD 2 + ROAD AVENGER229.99
GAME GEAR + COLUMNS69.99
GAME GEAR + CHAMPIONSHIP TENNIS + PENALTY KICK
+ COLUMNS FLASH + PAN AMERICAN ROAD RALLY87.99
SUPER NINTENDO + STARWING + 1 CONTROL PAD112.99
SUPER NINTENDO + MARIO ALL STARS + 1 CONTROL PAD112.99
SUPER NINTENDO + STREETFIGHTER TURBO
+ 1 CONTROL PAD122.99
GAMEBOY + FREE KONIX HOLSTER39.99
GAMEBOY + TETRIS + HEADPHONES
+ BATTERIES + TWO PLAYER LEAD
+ FREE KONIX HOLSTER.....49.99

We only supply official UK products. Official suppliers of all leading brands. We sell
games and peripherals all at amazing prices for Megadrive, Master System, Game
Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple
Mac. And we sell T-shirts and cuddly toys!
Special Reserve Club Shops at Sawbridgeworth & Chelmsford
Both open 10am til 8pm Seven Days a Week!



Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine

CHOOSE from our Huge Selection

BUY at Best Possible Prices

SAVE with our Special Deals

SAVE more with our XS Coupons

WIN up to £10,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age.
Just send in the form below or phone Sales on 0279 600204.

As a member of Special Reserve you'll receive regular issues of
NRG magazine. NRG is our 48 page colour club magazine sent bi-
monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. BIG £10,000 TARGET PRIZE COMPETITIONS. In every issue of NRG, exclusive to members, free to enter.

That's why over 180,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

Open 10am til 8pm Seven Days a Week

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines)
Inevitably some games listed may not yet be available. Please phone sales on
0279 600204 to check availability before ordering. In the event of delay we issue
refunds on request at any time prior to despatch. We reserve the right to change
prices without prior notification. E & O.E.

Registered Office: Inter-Mediate Ltd, 2 South Block, The Maltings,
Sawbridgeworth, Herts. CM21 9PG.
Club Shops at Sawbridgeworth (above address) and at
43 Broomfield Rd, Chelmsford, Essex

All prices include VAT and carriage to UK mainland. See base of order form for
overseas surcharges. We supply hardware only to UK mainland addresses

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
THERE ARE NO SURCHARGES ON TELEPHONED ORDERS (UK)
(PLEASE PRINT IN BLOCK CAPITALS) FULL

Name

Address

Postcode

Phone Machine

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

Item

Item

Item

Item

ALL PRICES INCLUDE UK POSTAGE & VAT

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No)

Card

expiry date Signature

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders Surcharge (EC or World): Software orders
please add £2.00 per item. Non-software items please add
25%. Hardware items supplied to UK mainland only.
Overseas orders must be paid by credit card.



THE COLUMN dave ROBERTS

LET ME TELL you about a recent presentation made by the folk at Commodore: the firm's guests were the great and the good of the European software development community. The idea was to impress upon them the potential of Commodore's new generation CD³². Remember that fact - it might prove difficult to grasp a little later.

The centrepiece of the get together was a presentation by Commodore's UK managing director, David Pleasance. Unfortunately, Mr Pleasance had to battle against mumbled conversations and heckling. Even more unfortunately, the sins were committed by his boss, Medi Ali, from Commodore US.

Mr Ali, presumably, was there to add weight to the occasion. What he actually brought, according to many of those publishers present, was a bad attitude, and what he left behind was a very nasty taste in the mouth.

As well as making life difficult for Mr Pleasance by so publicly undermining his authority (one publisher told me the exhibition was so cringe-worthy that they actually blushed on his behalf at one stage), Mr Ali also upset at least one of the publishers (publishers who had, remember, been invited to the conference and had taken the time and trouble to attend) in a more direct way.

One of those present asked Mr Pleasance how many A1200s had been sold. Although the conference was about CD³², the question was relevant because the technology in both products is so similar that development costs can be shared between the two formats. Also, CD drives will be available for the A1200.

Mr Pleasance, sadly, did not have such basic information to hand. But fear not, Mr Ali was there to intervene with the perfect answer: "The A1200 has sold hundreds and thousands of units and that is all you need to know," he informed the audience.

Right, that's that cleared up then. Green light for all those Amiga projects. No need to worry about investing time and money in a format that has sold hundreds and thousands of units. Details such as in which countries these units have been sold were not deemed important enough to divulge. It's probably a good job, however, as Commodore don't seem to have much of a grip on the state of play in some European territories.

At one stage during the conference, a representative from a company called Leader introduced his firm as the Italian distributor of CD³² and revealed that the machine would be shipped in the near future "when software support increases".

Mr Ali seemed rather surprised by this. He was under the impression that the CD³² was already on sale in Italy and was most perturbed to learn otherwise. He proceeded to berate the poor man from Leader, informing him that if the firm did not get CD³² moving through the channels pretty damn sharpish, Commodore could be looking for a new Italian distributor.

Piss-up and breweries, dear readers, piss-up and breweries.

There are a number of worrying implications that this charming little vignette throws up. The first is the huge question mark over the communication skills of a company that doesn't give vital sales information to supposed software 'partners'. You also have to wonder about the position of a company that claims hundreds of thousands of sales but then isn't sure of where its machines have or haven't been launched.

It's also rather worrying that Commodore found out about the Italian cock-up in such a public forum and then felt no qualms about having an extremely public row about it. But above and beyond all this, is the attitude that underlies the comment "hundreds and thousands of units and that is all you need to know".

Commodore need as much support from as many publishers as possible. You wouldn't have guessed it from the attitude of this particular charm school drop out. It's important to point out that building bridges with the software community has been a speciality of Commodore UK for some years. The current boss, Mr Pleasance, is one of the foremost exponents of the art and knows how rewarding good relationships with publishers can be.

Mr Ali's River Kwai Construction Company approach to bridge building can't help his cause. If Mr Ali ever wants to know how many software titles a publisher is developing for CD³², the machine that will make or break his company, he shouldn't be surprised if he's told: "Sod all - and that's all you need to know".

WORDSWORTH 3

AMIGA FORMAT CAN exclusively reveal the first details of the new *Wordworth 3* package which is due for release early next year.

Wordworth 3 has been significantly improved to keep up with rising expectations of Amiga serious software. Apart from adding more features, and improving printing speed, Digita have done considerable work on the user interface.

The redesigned front end will be familiar to *Wordworth 2* users (and there will be lots more of them, now that it's included in the Desktop Dynamite pack), and offers increased control to users.

The interface follows the Workbench 3 guidelines, but goes a step further by adding a few features previously unseen on the Amiga. Among these are editable pop-up gadgets and font-sensitive requesters which will be familiar to Mac users, and are a welcome addition to the Amiga.

The 'modeless object inspectors' enable users to have the information box active and still be able to edit objects on the document, something even Mac word processors can't offer. Our favourite feature of the new look *Wordy* is the user-editable toolbar. This is effectively the main control panel, and it can be arranged either down the side, or across the page. It



Jeremy Rihl, managing director of Digita International, plans to launch *Wordworth 3* early next year.

is also a floating window, so it can be positioned wherever the user prefers.

Font support is enhanced by the addition of TrueType fonts to the existing Agfa, PostScript and Amiga font support.

Digita are most proud, and rightly so, of the two new features, DigiSense and TextEffects. DigiSense is an auto correction mode which performs simple typographical checks as you type. So, transpositions (typing 'the' as 'hte', for example) are corrected as soon as you press the space bar. TextEffects provides users with a series of special typographical styles which can be applied to text to make documents more attractive.

At their most simple these effects enable you to perform functions such as

JOHN MENZIES C-D-ELIGHT

The Amiga CD³² will be popping up in more and more outlets in the run up to Christmas now that John Menzies have announced they will be selling the world's best games console through some of their 274-store chain. *Computer Trade Weekly's* analysis of the market shows CD³² software now holds a 23.3 per cent stake of the total CD software market. This compares very well with the MegaCD, which has been on sale since April and the PC CD-ROM which accounts for just 28.5 per cent of the market. Since CD³² has only five games actually on sale at the time of writing (*Zool*, *Sleepwalker*, *Pinball Fantasies*, *Robocod* and *DGeneration*), this performance is nothing short of miraculous. But with *Morph*, *Overkill*, *Alfred Chicken*, *American Football*, *Gulp!*, *Total Carnage*, *Ryder Cup Golf*, *Trolls*, *Whales Voyage* and *Sensible Soccer 92/93* all out soon, we can expect to see the Mega-Seedy in a distant second place by Christmas.

ACORN TALK CRAP!

COMMODORE HAVE BEEN granted an injunction against Acorn, preventing them from using their promotional video *The Home Computer Minefield*.

The video purports to assist in selecting a home computer for complete family use, but is little more than a thinly disguised knocking campaign against the Amiga. First it looks at the Archimedes, Amiga, Atari, Macintosh, PC, Mega Drive, and SNES as games machines, and all pass with flying colours.

The next test is how the machines handle serious applications and business software. The SNES and Megadrive are immediately and not surprisingly ejected, but scandalously the Atari and the Amiga are also eliminated at this stage.

It's not like us to defend the Atari, but how many recording studios use an Archimedes? As for the Amiga, look at the *Wordworth 3* preview (above) to see how far Amiga applications software has come.

Acorn's pathetic knocking campaign does no credit to their powerful machine. Such advertising is usually the mark of an underdog - after all, who would want to be compared to something that was truly less capable than your product?

All the machines mentioned in the comparison are very good at what they do, but only one of them has very little software available for it. We'll leave you to make up your own minds about which one that is.

In our view the Acorn video treats the Amiga unfairly.



- A FIRST LOOK

attaching text to a line, or placing text at an angle. At their most complex, text can be spiralled, waved or put in a star shape.

Another innovation for Wordworth 3 is the move to frame-orientated formatting: this means that text and pictures are placed in boxes which can be moved around the page independently. This is the technique used by most DTP packages, and allows great flexibility for changing the page layout.

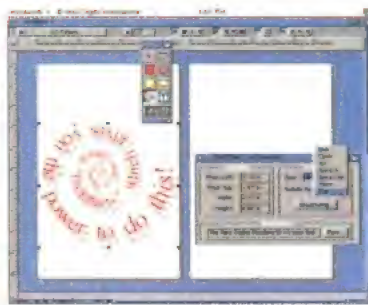
All in all, Wordworth 3 seems even more powerful than its predecessor, so does it represent Digita's attempt to cross over into DTP? Managing Director Jeremy Rihll insists not. "We're really going back to the

basics of word processing. We're not even calling it a word publisher, or a document processor like we did with the original Wordworth," he said.

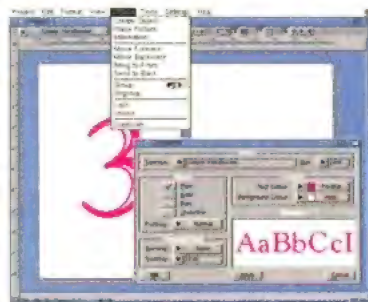
"We don't want people to get confused. We want them to know that Wordworth is the best program if they just want to write letter. But if they need the extra power, they've got that too. We've concentrated on the text side of things with TextEffects and DigiSense to make this a more powerful word processor."

It's ironic that at a time when Acorn are claiming the Amiga can't run applications software (see story on these pages), Digita are about to bring out one of the most accomplished applications we've yet seen.

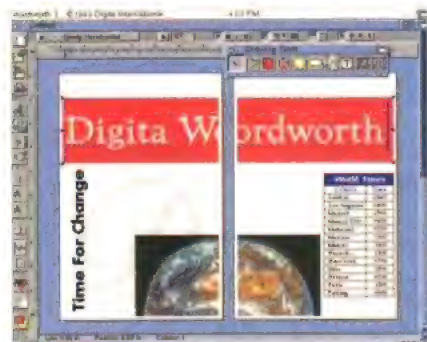
There will be a demo of Wordworth 3 on our February Coverdisk. If you want a copy of Wordworth 2, see our Mail Order section on page 226, or call Digita International on 0395 270273.



Create effects like this with the new TextEffects function of Wordworth 3.



Wordworth 3's innovative floating windows technique is one of its many strong features.



See exactly where the gutter is on your page by selecting this Wordworth 3 option.

SOLID GOLD GAMES ACTION!

A STUNNING AMIGA Christmas games bundle from Silica Distribution Limited is now on sale at shops throughout the country.

The Chaos Pack, which follows the success of last year's SDL Zool Pack, contains four Amiga Format Gold games (Chaos Engine, Syndicate, Pinball Fantasies and Nick Faldo's Golf) worth a total of £125.

The pack comes in two versions, one for the AGA machines (the A1200 and A4000) and one for the non-AGA A600.

If you buy your Amiga at the recommended retail price, you get the Chaos Pack for free, and if you buy an Amiga at a discount price, you can still pick up the pack at an attractive discount.

So, if you pay the recommended retail price of £299 for an A1200 you'll get the pack included for free. But if you buy an A1200 at a discount price of £250, you'll probably be able to get the games bundle for about £30 (last year's Zool Pack was frequently available for around £30).

Silica Distribution Limited press officer Andy Leaning said: "We wanted to ensure that dealers could offer customers the best in Amiga games. We looked around for some time before choosing the games to ensure they were the very best."

"The fact that all the games in the bundle are Amiga Format Gold winners this year was a key factor in this decision."

Amiga Format editor Marcus Dyson was so impressed by the pack that he gave permission for the Amiga Format Gold logo to appear on the packaging.

The Chaos Pack features full colour packaging, and each game has full documentation. Strictly speaking retailers are not allowed to sell the pack separately, but this didn't stop many from doing so last year, and we expect the same will happen again.

If you can get your hands on it...do!



Last year SDL came up with the fantastic Zool Pack for the Christmas market...



...And now they've gone one better with this year's sensational Chaos Pack.

USR GUIDE TECHNO SURFERS THROUGH THE DATA BREAKERS



US Robotics, manufacturers of the Sportster modem (used by AF to stay in contact with the outside world) and the HST modem, used to power our soon-to-be launched bulletin board, have issued a guidebook for users of the global data highways. The Sportster Guide to On-Line Services is designed to help everyone from children looking for the latest on-line games to businessmen who want to run on-line credit references. About 300,000 booklets will be issued, and most will be included in issues of "the PC press". If you want one, contact your USR dealer.

NEWS brief

DEMO FOR YOUR RIGHT TO PARTY

Europe's coolest coders will be gathering in Denmark between Christmas and the New Year for The Party 1993. The event takes place in Scandinavia's largest conference centre in Herning from December 27-29. The venue boasts room for over 3,000 people, a huge free parking area and a 6 metre by 4 metre screen for competitions and events. The organisers claim they will be providing 24-hour entertainment, and if you have a video or hard disk anim, they will show it on the big screen throughout the event.

The demo, graphics and music competitions have over \$1,000 worth of prize money. If you rate your chances contact the organisers at The Party 1993, Postbox 755, 9100 Aalborg, Denmark

MORE MEGA MICE

Golden Image's Mega Mouse impressed us when we first reviewed it in issue 38. Now it's back, and it's more mega than ever. The new version, called Mega mouse 400, is now 400 DPI, and costs a mere £14.95. If you need a new mouse it's not easy to find better for cheaper. Call Golden Image on 081-365 1102.

GREAT GRAPHICS

It's often difficult for Amiga owners to get their graphics masterpieces output in high-quality colour. Max Graphics in Cardiff (0222 522332) can output large images, but they have an optimum viewing distance of over six feet, which is great for posters, but not so good for reports. If you want high-quality smaller output, the Times Drawing Office in Maddox Street, London may have a solution. They can handle most Amiga graphics formats including JPEG, and the output we have seen is extremely good, so give them a call on 071-629 5070.

GET THE PICTURE

Galaxy Graphics of Swansea are offering three disks full of hi-res overscan 16 colour images, for a mere £14.95. The pictures, called Media Backgrounds, are intended for presentation and video use, and have no transparent colour. The images range from keyboards and cameras to videos and textures. Call Norman Harris on 0792 290998 for more information.

SFII BARGAIN

US Gold are releasing Streetfighter II on the Kixx budget label at the bargain price of £14.99. What more need be said? Perhaps just that it's out on December 3rd and, since the £27.99 original is still at number 32 in the charts, it's a good offer.

AGA AMOS

AMOS IS CURRENTLY taking a battering from Acid's *Blitz 2* in the popularity stakes. But news that Francois Lionet, the father of AMOS, is soon to begin work on an AGA version of AMOS could balance things out a little.

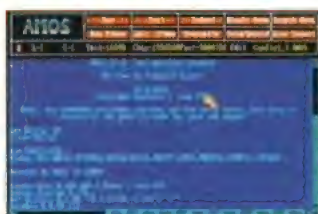
Despite recent claims from Europress that further AMOS developments have effectively been shelved, Francois has exclusively announced to *Amiga Format* that he has no intention of leaving AMOS coders in the lurch.

Francois is currently putting the finishing touches to the Europress PC product *Click and Play*, and will start work on the AGA version of AMOS Pro after Christmas. The new version will enable AMOS programmers to open full 256-colour screens, use 256-colour bobs, create AGA rainbow effects and offer support for the 16 million-colour palette.

Francois explains the task ahead of him: "A lot of the code in AMOS Pro is very old, so I'll have to write much of it again in order for it to work with the AGA chipset. Once *Click and Play* is finished, AMOS Pro AGA will be my number one priority."

For this reason it is unlikely that that AMOS Pro AGA will be a free update to existing AMOS Pro users, as previous updates have been. In order to recoup the high costs of the development time, existing users will probably have to pay an upgrade fee. A rather reasonable £20 is being considered at present.

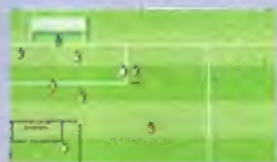
On a slightly different AMOS note, an upgrade to the slightly buggy AMOS Pro compiler will be available soon. And this will be free to registered users.



Will AMOS make a comeback with the release of an AGA program?

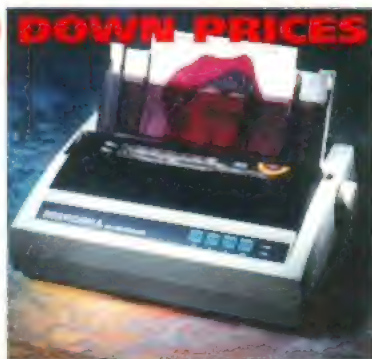
CHEAP SHOTS

FOOTIE GAME FANS who haven't yet got their hands on Dino Dini's *Goal!* will be pleased to know that Virgin have slashed the price to £19.99 for a limited period, and are throwing in a free *Goal!* eight-page fanzine too. *Goal!* currently stands at number nine in the Gallup game charts. Contact Virgin on 081-960 2255.



24 PINNED DOWN PRICES

SIRENS OF THE budget printer scene Seikosha, have a new offering to tempt those eager to spend their Christmas cash on upgrading their Amiga set-up. The SL-96 Colour is a 24-pin colour printer. Seikosha claim very high quality graphics and scaled font output, but they would wouldn't they? Check out the *Amiga Format* review soon for the definitive verdict. The SL96 costs £249 and the price includes an Amiga driver. Call Seikosha on 0753 685873 if you need to know more.



The latest offering from Seikosha is the SL-96 Colour 24-pin colour printer.

WHO SELLS MOST GAMES?

Quiz time. Who sells the most computer games in the UK? Last time we checked it was, surprisingly, Boots (the not-so-chemist), with national chains such as WH Smith and John Menzies groping for a larger share and music stores Virgin and HMV constantly extending their games coverage.

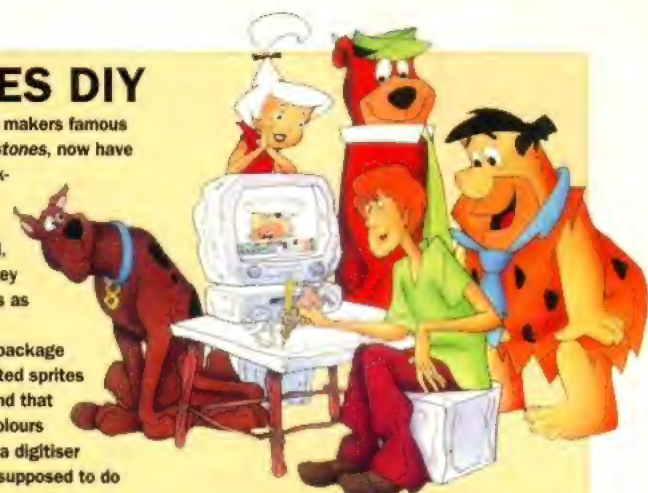
But now the biggest independent games retailer is Future Zone, who have just zoomed to number one status by opening their 31st store. They reckon they are well ahead of schedule to hit their target of opening their 40th store by Christmas.

FLINTSTONES DIY

HANNA-BARBERA, the cartoon makers famous for *Tom and Jerry* and *The Flintstones*, now have their own Amiga animation package. Published by Empire, the *Hanna-Barbera Animation Workshop* has a straightforward, icon-controlled interface that they reckon is simple enough for kids as young as four to use.

It's a paint and animation package with which you can draw animated sprites and drop them over a background that you've also drawn, with eight colours for each. You can also connect a digitiser to grab in drawings, but you're supposed to do soundtracks on a cassette player, so there are no sound facilities.

Perhaps the best part of the deal is that add-on discs with stills, animation and clipart will be available so that users can colour and animate "their favourite cartoon characters", and these will also come with an audio soundtrack. "We've got the rights to use every



Shaggy, Scooby and their cartoon chums from the Hanna-Barbera hall of fame.

character, so we can do *Top Cat*, *Whacky Races*, the whole lot," says Empire's Carol Nudds. The program will cost £49.99 and should be out right now. For further information contact Empire on 081-343 7337.

CUTE HYPE GOES WILD



If you haven't heard about the furry bundle of fun Mr Nutz yet, then you will do soon.

FURRY CREATURES STARRING in platform games is *The Thing* this Christmas season, and competition for press attention is intense.

Sega lead the way with several hedgehogs, but Ocean, in particular, are bombarding magazines and newspapers with spurious press releases and photos concerning Mr Nutz the squirrel, star of their colourful platformer due for release in January. The latest press release concerns Nutz's allegedly shady past, and he is photographed leaving a London nightclub. Hmm.

Meanwhile *Brian the Lion*, a 40-level platformer from Martin Edmondson of *Shadow of the Beast* fame, has been put on hold until after Christmas because the wildlife competition is too intense. It's due out from Psychosis on 21st January at £29.99. Contact Ocean on 061-832 6633 and Psychosis on 071-709 5755.

GOLD AT WINTER OLYMPICS

US GOLD WILL release their new Winter Olympics game to coincide with the start of the skating, skiing and bobsledding extravaganza in Lillehammer, Norway on February 12th.

Most of the Olympic events are realistically portrayed in the game, called *Winter Olympics*, and to stand a chance of winning, the player has to adopt the correct stance and read the terrain in skiing events such as the Downhill, Super G, Slalom and Giant Slalom.

CORE, THAT'S CHEAP!



IN A SURPRISE move renowned software house Core Design have launched a new budget label, to be known by the slightly unlikely name of Corkers.

The outfit used to just make games for other people, but they've been publishing their own stuff for a while now, so they have a back catalogue of good games which they are releasing at bargain prices.

First up on the Corkers label is a collection of four games (*Chuck Rock*, *Corporation*, *War Zone* and *Torvak the Warrior*) which are available at a mere £9.99 each. All four games should be out now. For further information contact Corkers on 0332 297797.



Lillehammer '94

The four-disk game uses visuals of the official Winter Olympics, including the logos, the medal designs, and incorporates all the ceremonies. What's more, you can sneer at Sega and Nintendo owners by telling them that all the sprite animation for their versions was created on an Amiga by Barry Armstrong Design, at Barry's studio in Cheshire! For further information, contact US Gold on 021-625 3366.

Quality colour printing that everyone can afford.

NEW FROM CANON



Affordable quality colour

Colour is the most effective way of improving the impact of your documents and quality of your images.

In the past, colour printing has been either too costly or too basic.

The new Canon BJC-600 produces high quality colour print-outs onto plain paper, coated paper, OHP film and envelopes at a price that everyone can afford.

Full colour or black and white

With the combined benefits of true black print and laser-quality resolution, the BJC-600 offers the same high performance as a standard black and white printer, for everyday jobs.

So with fast, reliable throughput in full colour and plain black (over 2 prints per minute or 3ppm in draft mode), the BJC-600 could be the only printer you'll ever need, for professional presentation of all your documents.



Amiga® compatible

Specially developed BJC-600 Workbench™ printer drivers and image enhancement software are free on request.

For more information please call Canon on FREEPHONE 0500 246 246.

Amiga and Workbench are trademarks of Commodore - Amiga, INC.

Canon

BJC-600 FEATURES

360 dpi resolution for sharper print and superior colours

New print control for solids without the "banding" effect

Fast-dry inks for colours that don't blur or mix

Online black ink for true black with colour on the same page

Prints on plain paper for superb colour on normal stationery

Prints on OHP film for full colour presentations

Prints on special papers, and envelopes for a variety of finished work

Epson and IBM emulations, plus Canon advanced drivers for Amiga® and major PC packages

Cartridge system for quick ink replacement without waste

Built-in sheet feeder takes 100 sheets or 10 envelopes

Quiet and compact for unobtrusive operation



BJC-600
COLOUR BUBBLE JET PRINTER

SOFTWARE

SEAQUEST



Coming soon to an ocean near you: the Seaquest Deep Submergence Vehicle, chief submarine of the UEO.



The Seaquest is equipped with a variety of smaller subs, including this rather cute undersea tractor.



One of the Seaquest's hyper-reality probes boldly goes where no Hyper-reality probe has gone before.

MORE THAN 19 million Americans watched the pilot of Steven Spielberg's *Seaquest DSV* a couple of months ago. Now, ITV are showing the series on Sunday evenings, and 9.2 million people watched the pilot episode. The show is a cross between *Voyage To The Bottom of the Sea* and *Star Trek* and follows the adventures of a bold crew of clean cut heroes who cruise around in a submarine righting wrongs.

But what makes *Seaquest* of particular interest to you is that the special effects for the outside shots of the submarine were all produced using Amigas and *Lightwave*, the ray-tracing program that comes with the Video Toaster.

Turning to the Toaster

Most sci-fi shows (such as *Star Trek*) use miniature models to create the special effects shots, but the special effects people at Amblin Imaging wanted to produce the kind of effects for the show which would be either too expensive or impossible to do with models. So they turned to the Toaster.

"We sold the show to the networks on the basis of some conceptual art and some computer graphics produced on the Amiga," says Taylor Kurosaki, facility manager of Amblin. "The network

commissioned 22 episodes of the series, which is completely unprecedented."

Of course, producing images that look this realistic isn't very easy. The main model of the *Seaquest*, for instance, has over 70,000 polygons, and many of the other models used in the show are equally complex.

Each animator at Amblin has two Amigas (they mainly use A2000s) to enable them to work on one shot while the other is rendering a test image. The submarine itself began life as a series of sketches by Jim Lima, the art director and conceptual artist for the show. From these, he produced a clay model and the animators produced the *Lightwave* model.

To make sure that the images looked realistic, Amblin called in as an adviser noted underwater scientist Dr Robert Ballard, the man who found the Titanic.

To produce the quality of images seen on this page, Amblin set up a very powerful facility. "We have around 70 Amigas, including 10 that act as playback machines on the set for producing screen displays," says Taylor Kurosaki.

"We were originally only going to be involved with *Seaquest*, but now we're also going to be produce graphics for other Amblin TV shows."

Amblin can produce around three and a half minutes of computer generated footage per week, which in Spielberg special effects terms isn't bad.

"*Jurassic Park* had around six and a half minutes of special effects in it," says Taylor. "That took them over two years to produce. We had six and a half minutes of effects in our two-hour pilot show, and we did this in three months."

Changing the ways of TV

All the Amigas at Amblin are connected together on a network, and most of the rendering is done in a Render Farm arrangement, which means that each Amiga is given a single frame of an animation to render. Once these are completed, the results are transferred on to digital video tape for the final editing process of combining the computer generated images with the other film.

Amblin seem to be happy with the Toaster and *Lightwave*. "It's changing the way network TV in the US is done," says Taylor. "It means that effect-based series that could not get off the ground before for financial reasons are now possible."

FOR A FEW BITS MORE

Since the inception of 24-bit graphics on the Amiga, it has always been one of the most exciting areas of Amiga graphics. In no time at all, many companies equipped their software with 24-bit support.

Now that the standard Amigas have the ability to display at near true-colour standards, the importance and popularity of 24-bit graphics has never been higher. But it is still a confusing field for many. Even those with the knowledge of the software and hardware necessary to handle 24-bit graphics sometimes have difficulty sourcing objects and textures for their images.

In order to assist graphics enthusiasts in their search for fonts, objects, textures, images and so on, Gordon Keenan and John Campbell formed the 24-Bit Club. The club's loose association of Amiga graphics enthusiasts includes DTP users, 3D buffs, animators and graphic artists. In fact, anyone with an interest in Amiga graphics. As Gordon readily admits, the club's location (it's based in Glasgow) is a hindrance when it comes to club meetings, which regularly attract around 20-30 members. Not a bad figure in itself, but when you consider that the club has more than 2,500 members scattered around the

globe, it shows that not everyone can make the trip to Scotland to attend.

Nevertheless, members are admirably catered for by the club's excellent magazine *Power User*. The A5 magazine has features on graphics techniques, interviews with prominent figures in the Amiga graphics world and reviews of the latest software and hardware for 24-bit enthusiasts. The club welcomes submissions for the magazine from all its members.

The 24-bit Club not only acts as an interchange for views, tips and ideas between members, but it also offers members an extensive library of files on PD disk, including an impressive array of textures and objects. These files are available to non-members, but the £20 membership fee carries considerable benefits in terms of discounts. The club also acts as a central registration point for shareware fees for 3D models from such luminaries as Carmen Rizzola, who created the fabulous *Enterprise* model used on *AF49's* cover.

We would recommend club membership to all our readers hoping to get the most from last month's *Imagine* Coverdisk. 24-Bit Club, 6 Skirsa Square, Floor 1, Glasgow G23 5DW.



DSV

Digital dolphins and hyper-reality probes? Richard Baguley travels to Universal Studios to discover how Steven Spielberg's TV blockbuster *Seaquest* was created with the help of Amigas.



Another one of the *Seaquest*'s utility subs (affectionately called the crab) doing something very useful.



BABYLON 5 HITS BRITAIN

The Emmy award-winning series *Babylon 5* (which also uses *Lightwave* to generate all the special effects) has been bought by Channel 4. No dates for broadcast have yet been set, but as the series isn't being broadcast in the US until the end of January, it's unlikely that we will see the program until at least March. We'll give you a date as soon as it's been fixed. The pilot of the series is now available on video for rental.



NEWS SPECIAL

CHRISTMAS 1993

2

STEVE TURNER, GRAFTGOLD

I wish that on the 12th day of Christmas, Commodore would give to me:

Kiki Stockhammer
11 CD titles
10 reference manuals
9 A1200s
8 days a week
7 Devcon places
6 index fingers
5 mon-i-tors
4 chipset specs
FREE registration
2 crystal balls
And a 32-bit CD...

Worst moment in 1993

This has got to be three o'clock in the morning in Ostend, Belgium. At this moment myself and Andrew Braybrook along with Marcus Dyson and Steve Bradley of *Amiga Format* had been waiting six hours for the organisers of the OZ computer show to arrive and take us to a nice comfortable hotel with food and warmth. It was at this moment we heard that our host was tucked up in bed, not stuck in a traffic jam that had brought the roads into Ostend to a standstill for four hours. He could pick us up at 9am in the morning if we could wait another six hours!

Best moment in 1993

This was last week when Commodore invited Graftgold along with other developers to Commodore to increase developer relations. They are even going to sort out my monitors and let us come to their developers' conference and register us for a modest fee. It's like Christmas already! Seriously, though, this is an excellent move by Commodore and much welcomed at Graftgold.

Best album

For Andrew this one's easy - he had a calendar on the wall with all the days marked to the release of the new Rush album *Counterparts*. Excitement was high, but alas no album in the store on D-day. Luckily it was only a day late and sounds of Rush have been emanating from his office ever since. Ian Wallington, our new Amiga superstar, is a Saxon fan and votes *Forever Free*. I'm still playing the Def Leppard album I got last Christmas.

Favourite Amiga games

It's been a busy year and there's not been a lot of



Steve Turner of Graftgold reveals that the team have had little time to play other programmers' games, but The Bitmaps' *Chaos Engine* had them (and his son) impressed.

time to play other people's games. Bitmaps' *Chaos Engine* was the favourite until my son Mark borrowed the company copy and an A500 so he could try it in the holidays and it disappeared.

Favourite film

Jurassic Park gets our vote for outstanding effects, although Andrew has not seen it yet.

Favourite book

Programmers don't have time to read! Andrew's into T. Pratchett for long ferry trips and waiting around in terminals and the like.

Favourite letter

The one that came last week with some money from the Mirrorsoft administrator.

MEVLUT DINC, VIVID IMAGE

1993 could prove to be the most important year for Commodore's history. A1200s are still selling, but Commodore's success really lies with the CD³². It's an excellent piece of hardware and I hope it succeeds.

We will be doing our bit with a CD³² version of *Second Samurai*. I believe the software has to be even better than the hardware to help it sell. Commodore must invest time and money in the software publishers to produce software that makes good use



Well I never! 'Ello, Fat Bloke! Now you want a kick in the 'ead, don't you...

of the hardware. The developers in this country produce top-quality original products and Commodore must start investing time and money in them.

My highlights of 1993

Favourite game: *Second Samurai*

Favourite serious software: *Word for Windows* (sorry, I use it on my PC!)

Favourite film: *Reservoir Dogs*

Favourite book: I can't read

Favourite record: *Get Back*, Peter Gabriel

Best moment for the Amiga:

The launch of Amiga CD³²

Worst moment for the Amiga:

Too many different Amigas!

Year we go!



If you were one of the world's top Amiga game developers, what would you want for Christmas? We asked some of the best people in the games biz how their years have gone, and what they're hoping for in their stockings...

SIMON ARMSTRONG, ACID SOFTWARE

What I want for Christmas... howabout an AGA-based Amiga with CD drive built in that is really cheap and has a keyboard/serial port and a controller with heaps of buttons?

What? Santa has already started to deliver them? That's awesome! CD, eh? Wow! If kids can't copy the software, holy smoke, they will have to buy it! That means not only will we have to pay less for manufacturing games (no stupid oversized boxes and only one disc instead of three disks) we'll probably sell heaps more.

OK, in that case all I want is for heap of people to buy these new CD machines so Commodore don't go bust and we have a nice big market to sell all the cool stuff we have planned for the next year. Come on Santa, you can do it - even if the kids want a Jap console, slip them a CD³² instead.

The only other thing I really want is for *Skidmarks* to be release on schedule with all the off-road tracks we've been working on so we can start the Formula One extensions. A 68060 based Amiga would certainly help with all the ray-tracing we're doing (Santa, you still listening?) and the rumoured new version of *Imagine* is definitely needed. I also want a big Super-VHS TV to play CD³² games on with a 4000Watt stereo so the neighbours think there is a speedway in the neighbourhood when we start playtesting *Skidmarks*³².



Simon of Acid is the man behind *Skidmarks* and the *Blitz Basic* language that produced it.

KEITH SMITH, MILLENNIUM

Favourite games: *James Pond 3, Desert Strike* and *Bill's Tomato Game*

Favourite hardware: Baseball bat or snooker cue.

Favourite film: *Reservoir Dogs* – the best analysis of Madonna ever, ever! The adventures of Ford Fairlane

Favourite book: *The Van* by Roddy Doyle. I read it in one miserable cold day in Dublin two years ago and haven't stopped laughing since.

Favourite album: *Squeeze's Some Fantastic Place*. It just goes to prove that really talented musicians can turn their hand to any style



Keith Smith likes bouncy fish best of all. A recent photo shows Keith and friend...

Favourite single: *Fall at your feet* – Crowded House

Favourite pudding: Treacle with custard

Keith Smith has written the bizarre play-type thing on the right...

ARCHER MACLEAN

I haven't seen a load of films this year, although I did get hold of an NTSC version of *The Jungle Book*, and bought the letterbox version of *Terminator 2* – in Dolby surround sound with a monster TV it's quite something.

I haven't seen *Jurassic Park* but I am still pissed off that I came up with a dinosaur game design three years ago that was full of fast, smooth animation, yet all the publishers I approached were totally uninterested. Now they are falling over themselves rushing out any old crap with a passing resemblance to a dinosaur in it. As for books, I don't read much but I watched Madonna get away with her sex book last year, so I have been working on a join the dots porn book, because it's not porn until you have filled it in, and I'm going to call it... 'Penciltration'.

My musical tastes are so varied as to be undefinable, but one jungle beat that refuses to get out of my head is *Connected* by the Stereo MCs. As for games, the most impressive thing I've had a go on was a huge six-player arcade game called *Galaxia* in London's Trocadero. Simple, but mightily impressive for the £30 I must have put in.



Jimmy White's Snooker, the top-selling game from the man who invented dot-to-dot porn.

TOBY SIMPSON, MILLENNIUM

Christmas ditties by Toby Simpson, Lead Programmer for Millennium, author of *Diggers* for CD32 and A1200.

I'd like Commodore to be working on a new generation of high-end Amigas, not letting them continue to slide further and further behind the PC. I hope they are, and they hurry up with a CD32 compatible drive for the A1200 and A4000!

My real wish, though, is it would be nice to have some high-standard word processors, spreadsheets and other productivity tools which didn't look embarrassed next to Windows programs on the PC. Let's hope loads of amazing games come out on the CD32. Millennium are certainly working hard on a new generation of CD software.



Toby Simpson caught dreaming of word pros.



The follow-up to the mould-breaking *Elite*, *Frontier* has the Millennium staff totally absorbed.

Best Amiga moments of the year: The CD32 release turning out to be OK, and selling well. And the UK Developers Conference, where I discovered *Resolve* and someone asked me for my autograph!

Favourite game: *Frontier*

Favourite book: *Rama Revealed*, by Arthur C Clarke

Favourite dinosaur: *Stegosaurus* – generally underrated, but great.

IT LOOKS LIKE REINDEER – A SHORT RADIO PLAY

Scene: Outside a top department store in the West End of London. It's the first week of December and a light dusting of snow from the first of many entirely practical blizzards is covering the bonnet of my chauffeur-driven limo. The Four O'Clock News is about to come on and I sit joyfully listening to a compilation of Millennium game soundtracks.

The phone rings. It's the *Telegraph*. They're trying to get an inside track on the next big product that will send the Millennium share price spinning into orbit. The flotation was five times oversubscribed and the company's name is on the lips of the top city movers and shakers.

Digbins, my chauffeur and minder, is smiling wryly into the rear-view mirror as he earwigs on my conversation...

"Yes, I understand that this would boost circulation, but what's your offer?" The reply squeaks from the receiver.

"I'm sorry, but this news is confidential. You can't expect me to show favour to one publication just to get a page of coverage."

I place my hand over the mouthpiece and snigger back to Digbins.

"OK. Look, you have a word with your boss and get back to me."

I place the phone, one of three lines, back on its cradle. "OK. Digbins, let's spend some money!" I shouted manfully. "Let's show these suckers what shopping is!"

With a tolerant smile and an arched eyebrow, Digbins turns the ignition and the powerful five-litre engine throbs to life. He leans back. "Your wife is already doing that, sir."

Scene: Inside store. As I walk along the aisles, an assortment of perfumery gals are trying to get my autograph. I hand them a pre-printed card that Digbins obtained from a machine in an underground tube station. They seem to be immensely grateful.

I turn to my escort. "Digbins, I think that I should go and see Santa's grotto. I mean, we are in the youth market and I want to see what the word on the street is. Where is it?"

"We were parked in it," he replied.

"Digbins, have I told you about my gift? You see, I have special powers and if you don't watch out, you're fired."

"Very droll, sir."

We continue to the third floor where there is a queue for Santa's grotto. At least 50 families are eagerly awaiting the time when their pride and joy can sit on the lap of an elderly actor, breathe in beery fumes and walk away with a toy. I approach a kindly elf.

"Scuse me. Can you help me out here? I'm in the computer games industry and, as a leading edge developer, we need to know what the kids want. Do you mind if I jump the queue and quiz your Santa on the latest demands?"

I show her my card and smile as Digbins leans menacingly over her.

"Just a moment, sir."

FADE to Scene: Outside a rather unconvincing cave entrance (though I don't know quite how this would translate on to radio)...

I stagger out of the grotto under the influence of a large intake of whisky vapour.

"Bigdins, fret not. I'll get a bloody knighthood for this! Get me down to Commodore quick! I've got to see David Pleasance now." In the limo I call Commodore and arrange a meeting for 6pm.

Scene: Commodore HQ, 7.30pm that night.

"Mr Smith. Mr Pleasance will see you now."

Continued

IT LOOKS LIKE REINDEER – continued...

I stop Digbins beating up the security guard. He has done no wrong – it merely entertained me while I waited.

We enter David's plush office. I'm not saying it's big, but on the way in I pass Bono packing up his gear from last night's extravagant client bash. It is larger than my office, but only because my *en suite* is in a separate room.

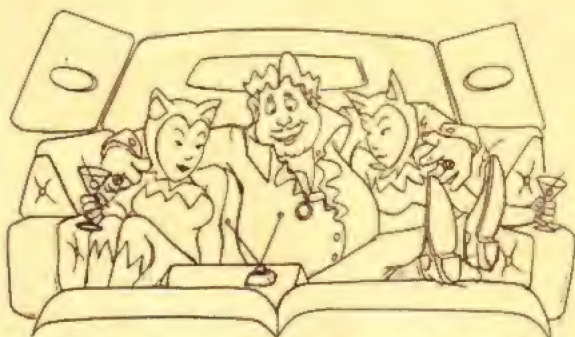
David is relaxing in a hot tub, a glass of chilled pink champagne by his side.

"Ah, there you are David. I could hardly see you among all those bubbles," I coolly say.

"Let's get straight to the point, Smith. I haven't got time to waste, you know. I'm a very busy man. Close the door, will you? There's a hell of a draught around my overflow. This had better be important, time and money and all that."

I flushed with anger. "It's important enough to interrupt me when I was in the middle of purchasing some luxury leather goods. I want to know what's going on. Santa told me that he was delivering A1200s and CD³²s this Christmas, and quite a few of them too."

"Absolutely, Smith. I've done a deal with the man himself and by Christmas morning people all over the country will be unwrapping dirty great big boxes containing our wonderful product – and nothing can stop me now! HA! HA! HA!"



It's tough at the top. Or at least that's what my mother told me. Although I'm not quite sure what it was she was talking about...

I thought for a while as he climbed out of the hot tub and padded gracefully over to his walk-in wardrobe. He opened it and lifted out two carefully wrapped garments as I followed him across the marble floor.

"What do you think, Smith – red or blue?"

"Can I be honest, David?" I asked. He nodded. "I don't think that you suit a cocktail dress. How about that suit?"

"I suppose so" he conceded.

"So the biggest question is; just what products can we, the mighty Millennium, have ready for Christmas and the New Year? We've got *Brutal Football* in November, now that's a game and a half. Blood, laughs – the whole shooting match. *Diggers* is now out on the CD³² and A1200, and that's so big it should keep them busy until March..."

Suddenly it hit me like slug from a '45 right through the brain. *James Pond*! A third version for the New Year!

"David, I have to go. There's no time to waste."

"It's just down the corridor on the left."

"What?"

"The little boy's room"

"David, this is no time to be discussing latrines. There's work to be done."

FADE to Scene: in the back of the limo. WWF Wrestling is being beamed live into the car and the female stars of Cats are with me in full costume enjoying the champagne and Randy Savage.

Continued ➡

Nick & Jon Court, THE DOME

Most wanted pressie from Santa has to be a machine which can play *Formula One Grand Prix* faster and more detailed than a high-end PC.

Our favourite game has to be *Formula One* (except for *Bob's Bad Day*, but we should not mention our own product – at £25.99 published by Psygnosis and at a computer shop near you now!)

Our favourite record just has to be one minute, 15.3 seconds at Mexico, although I managed a pretty decent lap time in Germany, and my time for France wasn't that bad, and the time in Belgium...



Formula One Grand Prix – they're completely mad about it. Or just completely mad, of course...

Our very best moment for the Amiga during 1993 was when we took delivery of a brand spanking new A1200 which played *Formula One* brilliantly (it also played *Bob's Bad Day* rather nicely, too, but we're unable to say anything about...). And the worst moment was when the man from Psygnosis killed the A1200 two days later.

JON HARE, SENSIBLE SOFTWARE

Dear Father Amigas, please can I have for Christmas:

- 1 Cannon Fodder at Number one in the charts
- 2 Lots of royalties
- 3 The Sensible Software 'WAR' video
- 4 A penis extension kit
- 5 A penis

Highlights of the year:

- 1 My five-year-old daughter's first poem
- 2 Norwich qualifying for Europe
- 3 Doing the 'WAR' video
- 4 Buying a nice house (thank you, SensiSoccer)

Fave game of 1993:

Scrabble on a board

Fave film of 1993:

Electric Porno Hippopotamus

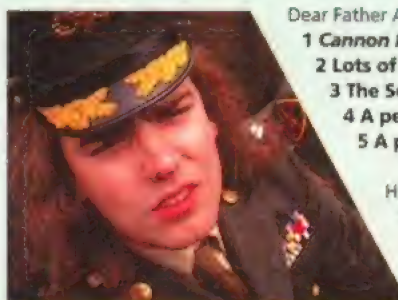
Fave book of 1993:

Diary of a Hippo Pervert

Fave record of 1993:

Lenny Kravitz's new one

Fave hardware of 1993: My Zydec mouse



At this point, we should say something about 'getting one's chopper out for the lads', but I don't think Noel Coward would be impressed.

Amiga ups and downs

None really, but too much new non-standard hardware to confuse the public and dilute the developer.

CHARLES CECIL, REVOLUTION SOFTWARE



From Commodore we would like them to:

- 1 Sell hard drives as standard with all A1200s so that developers can aim

their products at hard drive users only.

- 2 Bundle the A1200 with hard drive and monitor for much less than a PC system. This seems to be the only way to ensure

that ground is not lost to the rival formats.

- 3 Realise they have a loyal following to which the CD³² should be aimed rather than at Nintendo and Sega users.

- 4 Invent a revolutionary anti-copying device to stop the thieves ripping off our games.

- 5 Convince the publishing community that the Amiga is not going to die and so avoid a self-fulfilling prophecy occurring.

RICHARD EDDY, CODEMASTERS

Hurrah! For 'tis Chrimbo! Right, what do I want in my stocking from Commodore? To keep home computing alive. It's really important — that's exactly where our next generation of programmers is coming from. You can't exactly get a lot of experience programming on a Super Nintendo (not enough buttons, y'see).

So, Commodore — push the point that the Amiga also opens a whole new world for users beyond what the consoles can offer. And, aspiring Amiga programmers, send your game or routine demos to David Thompson, Project Manager, at the usual Codemasters address.

Best thing about this year's yuletide season? *Micro Machines* (surely the most utterly playable two-player head-to-head racing game ever to grace your disk drive).



Ah, what a year it has been. Highlights have included Codemasters (and their American chums) smashing Nintendo in the courts and being the first UK game publisher ever to have a whole TV show devoted to one game (*Cosmic Spacehead*, a Sega arcade adventure coming soon on Amiga, was the theme for a Central TV-produced show, aired in October). Bad point of the year is, as always, piracy. You sad bunch of parasites — y'know, why not come round and steal the bloody programmer's furniture too?



Micro Machines — OK, we shouldn't let him plug his own game, but it's sooo good!

JOLYON RALPH, ALMATHERA

What I would like Commodore to deliver for Christmas: Apart from the heads of certain high-ranking Commodore international officials mounted on sharp sticks, there's only one thing I want from Commodore — the near mythical CD³² expansion drive for the A1200.

Favourite game: Well, I don't get to play as many Amiga games as I used to, but there are three classics which stand out in my mind — *Pinball Fantasies*, *Diggers*, and my favourite of the year — *Superfrog* from Team 17.

Favourite serious software: This is difficult. I use so many packages day-to-day, and many of them are excellent. Special mentions go to *Directory Opus*, *SAS C 6.3* and *Art Department Professional*. My award for the most fun and easy to use software goes to *LightWave 3D* — the 3D rendering package bundled with the Video Toaster — pure fun.

Favourite hardware: Special mentions to the V-Lab YC (the best video digitiser for the Amiga) and the incredibly fast Toshiba XM3401B CD-ROM drive, but my favourite of the year is the Sunrise AD512 16-bit CD quality direct-to-disk sound sampling board. A bit pricey at over £1,000, but well worth the money — the quality is absolutely perfect.

Favourite film: *Jurassic Park*, despite butchering the plot beyond recognition

Favourite book: *Trojan* by James Folett

Favourite record: *Elemental* by Tears for Fears

Worst moment for the Amiga in 1993: The continual announcements of the departure of some of the best people from the Commodore Amiga development team.



A certain *Diggers* on CD³², picked out as one of the games of the year by a man who knows his software.

6 For everyone to go out and buy the brilliant *Beneath the Steel Sky* — the excellent graphic adventure from Revolution!

Favourite game: *Alone in the Dark* (for presentation rather than gameplay)

Favourite film: *Jurassic Park* (pity about the story, though)

Favourite record: Any of the REM singles.

Best moments: I can't really think of any!

Worst moment: The news of Commodore's financial difficulties, of course.



You have to admit it's a bit of a looker — *Beneath the Steel Sky*, from Revolution.

IT LOOKS LIKE REINDEER — concluded

I'm talking on the phone to my boss as the other line tirelessly rings. Digbins picks it up and takes a message.

"Michael, this is Defcon 1. Real important. There will be some product out for the Amiga around Christmas, but what games are going to be on sale straight after? None! So I was thinking..."

FADE to Scene: opens in massive press conference hastily arranged at the Albert Hall. It's packed and thousands of pasty-faced journos are stuffing free sandwiches into their jackets. I look around and realise that they are hanging on my every word. If I do a runner now, we're in trouble big.

"Please forgive the urgent nature of the press conference, but we felt that as a forward, leading-edge company, that we should warn you of a forthcoming product that will cause such a rush to the stores, you won't know about it. The retail industry has never had it so good. The traditional post-Christmas blues will now be replaced by a psychedelic rainbow kind of effect with cheese on the moon..."

I was losing it — and it showed. The front row began to shift nervously in their seats and my suit felt much too big. I was dying.

"*James Pond 3!*" I blurted out. An immediate change in the audience's mood. Eyebrows arched and pens twitched, poised over scruffy little notepads, with the notable exception of the staff of *Amiga Format* who all had Apple Newtons — typical.

"We're going to release *James Pond 3* on all Amiga formats in the months of February and March next year. This game has already been acclaimed as the best yet. Over 140 levels, bigger, more animated sprites. Special equipment like a Fruit suit, Spring boots.



Can the lad Smith save the world with his simple fishy ruse?

"He punches, jumps and he runs faster than any other platform character. He has always proved to be an outstanding success and this will undoubtedly mark him as the 'Sonic' of the Amiga. So buy it!"

The crowd leapt to their feet and cheered heartily. Christmas had been saved by *James Pond*, Commodore were going to sell skip-loads of hardware and I felt pleased.

FADE to Scene: opens up back in the limo driving to City Airport. Digbins is humming a Carpenters single. I am, incredibly, on the phone talking to David Frost who wants me to appear on his Sunday morning show.

"David, can't we record something on Saturday? I'm rubbish in the morning. OK. Saturday, 3pm. Thanks, David. Say hello to the wife for me. No, not my wife, your wife. How...?" The phone went dead.

I sat back in the sumptuous leather upholstery and caught Digbins grinning.

"What are you smirking at?"

"Oh, nothing, sir. It's just I couldn't help overhearing the problem earlier and while you were holding the press conference I took the liberty of buying a container-load of Commodore shares in anticipation of an increase in sales.

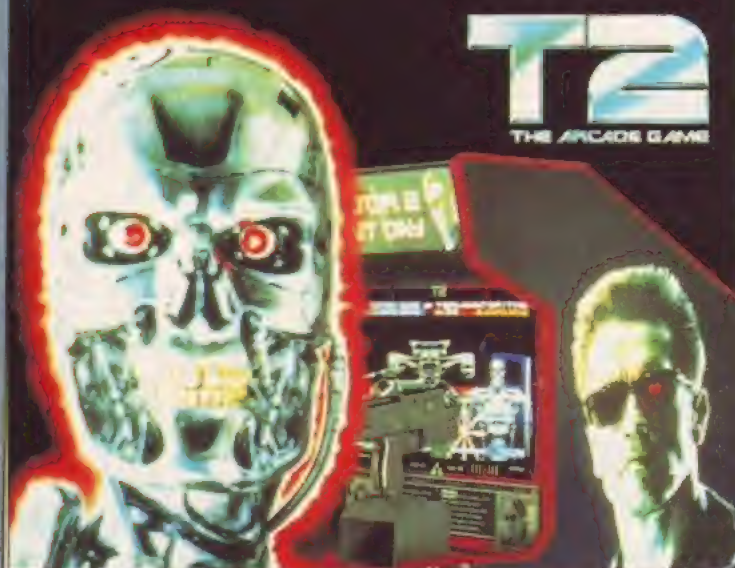
"You dolt! How much did you spend?"

"Oh, not much. It was with the change that you left in the ashtray. So in the worst case small losses, and in the best case we'll make a mint."

"Digbins, you're a genius. Take the rest of the day off as a token of my thanks. It's just as well I have large ashtrays..."

fin

**"WAIT 'TILL YOU SEE
THE REDS OF THEIR EYES..."**



VIRGIN INTERACTIVE ENTERTAINMENT presents a KNOWLEDGE/HICKMAN production A PROBE game **"TERMINATOR 2"**
MATT LAMPRELL MIKE HENNING DAVID MILLER written by DICK SHIMMERY story by MUSTAPHA SCALPEL
MUSIC BY MARATTA COAT running time 200,500 slots JO KING HUGH NERO
BASED ON THE FILM "TERMINATOR 2: JUDGMENT DAY" DIRECTOR JERRY WATSON

Acclaim

Acclaim is a registered trademark of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved.
Terminator, T2, Endoskeleton and symbols of Endoskeleton are trademarks of Carmichael Entertainment, Inc.
© 1992 Carmichael Entertainment, Inc. All rights reserved.

Some days nothing

ALIE

VIRGIN INTERACTIVE ENTERTAINMENT
PAUL DOWLING SEAN BRENNAN music by S...
EXECUTIVE PRODUCERS MIRO DAVISON
BASED ON THE FILM

Acclaim

Acclaim is a registered trademark of Acclaim Entertainment, Inc. All rights reserved. Also © 1992

Now showing on PC & Amiga

Now showing

g seems to go right.

3

ENT PRESENTS A PROBE PRODUCTION "ALLEN 3"
BY SCREENPLAY BY JOY PAD EXECUTIVE PRODUCER JOHN CARVER
THE MENTOR DIRECTOR OF PHOTOGRAPHY LEN SCAPP
V 3" DIRECTED BY D. RECTOR

entertainment, Inc. © 1993 Acclaim Entertainment, Inc.
A Century Fox Film Corporation. All rights reserved.

ing on Amiga

Lose is a four letter word.



MORTAL KOMBAT

VIRGIN INTERACTIVE ENTERTAINMENT PRESENTS A NORLEDGE/ICKMAN PRODUCTION A PROBE GAME
LEE THAL HUGH JUPPERCUT DANIELLE WOODYATT PETER BALL SCREENPLAY BY ANNE MIMILATE
DIRECTOR OF PHOTOGRAPHY D. CAPTATION EDITOR R. CADE-CONVERSION DIRECTOR PAUL MILES

Acclaim
MIDWAY

Acclaim is a registered trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc.
All rights reserved. Mortal Kombat is a trademark of and licensed from Midway Manufacturing Company.
© 1992 All rights reserved. Used by permission.

Now showing on PC & Amiga

Virgin

A year in the LIVES OF...

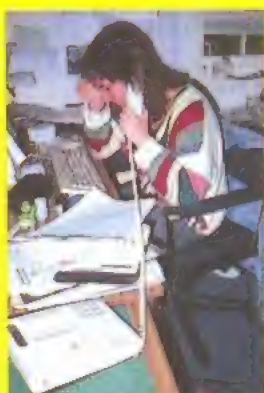
At Christmas draws ever closer, we reflect on all things to have happened to the team in 1993. Take a step inside the *Amiga Format* editorial office and find out what we've all been up to (apart from bringing you the best magazine on the shop shelves) this year...

SUE WHITE

Best moment of 1993: Cooking fried bread on the top of some fell in the Lake District and, of course, being made art editor of *Amiga Format*.

Top five games of 1993: *Soccer Kid*, *Arabian Nights*, *Micro Machines*, *Second Samurai*, *Indy 4* – *Fate of Atlantis* the graphic adventure.

Top five films of 1993: *Cyrano de Bergerac*, *Jurassic Park*, *In the Line of Fire*, *This is Spinal Tap*, *Aladdin*.



Art ed Sue "I'm shy really" spends her days phoning record companies trying to get backstage passes to gigs.

Top five records of 1993: *Ace of Spades* – Motorhead, *It's a Shame About Ray* – The Lemonheads, *Ten* – Pearl Jam, *Sweet Oblivion* – Screaming Trees, *Weasels Ripped My Flesh* – Frank Zappa.

Favourite book of 1993: *The Van* – Roddy Doyle.

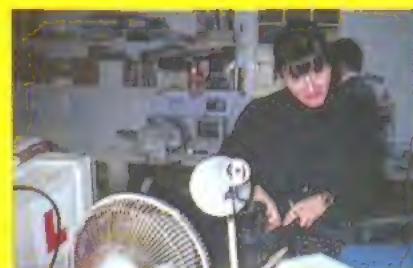
What you would like for Christmas 1993: My eyesight back.

JULIE TOLLEY

Best moment of 1993: becoming deputy editor of *Amiga Format*, and wearing platforms and flares for the second time around!

Top five games of 1993: *Micro Machines*, *Monkey Island 2*, *Soccer Kid*, *Lemmings 2*, *Bully's Sporting Darts*.

Top five films of 1993: *Reservoir Dogs*, *The Hairdresser's Husband* (on video), *Groundhog Day*, *Strictly Ballroom*, *Bill and Ted's Excellent Adventure*.



Deputy ed Jules is rather nice. But beware the baleful glance when you return late from the pub at lunchtime.



"It's not nice, it's not funny, but it is clever," says Jules of *Reservoir Dogs* in her best 'teacher' voice.

Top five records of 1993: *Two Princes* – The Spin Doctors, *Sidewinder Sleeps Tonight* – REM, *Cantaloupe* – Us Three, *The Antidote* (LP) – Ronny Jordan, and a unique version of *Gordon Is A Moron* by Jilted John, sung to me on holiday.

Favourite Book of 1993: *Oranges Are Not The Only Fruit* – Jeanette Winterson.

What do you want for Christmas 1993: The muscly man in the Häagen Dazs magazine advertisement with ice cream running down his back.

STEVE BRADLEY

Best moment of 1993: Brian Deane's equaliser (last kick of the match!) versus Manchester City on the first day of the football season!

Top five games of 1993: *Soccer Kid*, *Sensible Soccer v1.1*, *Desert Strike*, *Flashback*, *Micro Machines*.

Top five films of 1993: *A Hard Day's Night*, *Last Action Hero*, *Nirvana* – *Heart Shaped Box* (video), *Saturday Night*, *Sunday Morning*, *Beavis and Butt-head Go To The Sperrbank*.

Top five records of 1993: *California Dreamin'* – England World Cup Squad, *Two Princes* – The Spin Doctors, *Drive My Car* – The Beatles, *My Lovin'* – En Vogue, *My Sister* – Juliana Hatfield.

Favourite book of 1993: *The Secret History* – Donna Tartt.

What would you like for Christmas 1993: A golf course, or Danni Behr (presenter on *The Word*).

"Both being northerners, me and Paul just hit it off immediately..."

RICHARD JONES

Best moment of 1993: Birth of my daughter Caitlin and discovering the *Lethal Weapon* pinball table in a local pub.

Top five games of 1993: *Second Samurai*, *Sensible Soccer*, *Mean Arenas*, *Donk!*, *Bully's Sporting Darts*.

Top five films of 1993: (all videos) *The Unforgiven*, *Blue Steel*, *The Third Man*, *Jean de Florette*, *African Queen*.



Drugs, cows, and spacehoppers – just a few things on Rich's fav album.

Top five records of 1993:

Floored Genius – Julian Cope, *Code Selfish* – The Fall, *Hello*

Dad, I'm In Jail – Was Not Was, *Jehovah Kill* – Julian Cope, *Bone Machine* – Tom Waits (all right they're all 1992 releases but I've been playing them ever since).

Favourite book of 1993: *Mother Tongue* by Bill Bryson.

What would you like for Christmas 1993: Peace on earth and a new tape deck.



Rich's calm, composed exterior covers up a strong sadistic streak which he needs, as production ed, to keep everyone in order.

MARCUS DYSON

Best moment of 1993: Learnt to snowboard, made editor of *Amiga Format*.

Top five games of 1993: *Pinball Fantasies AGA*, *Robocod AGA*, *SkidMarks*, *Micro Machines*, *Uridium 2*.

Top five films of 1993: *Trouble Bound*, *True Romance*, *Groundhog Day*, *Toys*, *Singles*.

Top five records of 1993: *Sweet Oblivion* – Screaming Trees, *Saturation* – Urge Overkill, *Greatest Hits* – Cinderblock, *Where You Been* – Dinosaur Jnr, *Dragline* – Paw.

Favourite book of 1993: *Suburban Book Of The Dead* – Robert Rankin.

What would you like for Christmas 1993: An Amiga 4000/040.



True Romance – a film with a trick title to get all those softies watching a bit of virulent violence.



"No more photos!" pleads AF editor Marcus. "I can't go out any more without being mobbed by nubile young girls," he says dreamily.

RICHARD BAGULEY

Best moment of 1993: Being rescued from the dark and dingy world of international banking by *Amiga Format*.

Top five games of 1993: *Diggers*, *Frontier*, *Realms of Arkania*, *Sim Life*, *Asokaban*.

Top five books (I don't watch many films) of 1993: *Sandman* – *Brief Lives* – Neil Gaiman, *The Crow Road* – Ian Banks, *Virtual Light* – William Gibson, *Jack The Bodiless* – Julian May, *Dr Feggs' Encyclopaedia Of All World Knowledge* – Terry Jones and Michael Palin.



Top five records of 1993: *Republic* – New Order, *Symphony No3* – Gorecki, *Dark Side Of The Moon* – Pink Floyd, *Elemental* – TFF, *Amused To Death* – Roger Waters.

Favourite film of 1993: *Apocalypse Now* (wide screen video).

What you'd like for Christmas 1993: A cure for the common cold.

Being a bookworm, Baguley prefers to let his own mind form the pictures, instead of going out to them.



Techie staff writer, Richard, likes cooking veggie food, drinking Guinness and sitting on strange chairs.

ROB MEAD

Best moment of 1993: Becoming games editor of AF, getting a flat in an old people's home, seeing Julian Cope, getting obscene phone calls from Patsy Kensit.

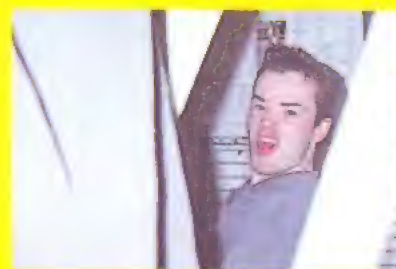
Top five games of 1993: *Civilization A1200*, *Micro Machines*, *Lemmings 2*, *Dune 2*, *Street Fighter 2*.

Top five films of 1993: *Brazil* (video), *Reservoir Dogs*, *Death Becomes Her*, *Jurassic Park*, *Muppet Xmas Movie*.

Top five records of 1993: *Rid of Me* (LP) – PJ Harvey, *Revolver* (LP) – The Beatles, *Debut* (LP) – Bjork, *Dusk* (LP) – The The, *Jehovahkill* (LP) – Julian Cope.

Favourite book of 1993: *101 Things To Do With A Vegetable Vindaloo*.

What you would like for Christmas: World peace, pots of money.



AF games ed Rob once worked in a butchers where they used to cut out pigs' eyes and wink them at customers.



"Visceral garage rock, nineties post-feminist blues, rockabilly from hell," is how Rob describes one of his fav records!

NICK VEITCH

Best moment of 1993: Conning my previous employers into giving me a backdated pay rise two weeks before I resigned.

Top five games of 1983: *Thrust*, *Uridium*, *King*, *Dropzone*, *Sword of Aragon*.

Top five films of 1983: *Brazil*, *Born On The Fourth Of July*, *The Beast That Ate Tokyo*, *Rear Window*, *They Drove By Night*.



Although Nick hasn't been swept up in the latest dinosaur craze, he's always been a firm fan of T-Rex.



Consultant ed Nick's favourite colour is black and his favourite day is Tuesday.

Top five records of 1983: *Telegram Sam* – T-Rex, *Rattus Norvegicus* – The Stranglers, *Amused to Death* – Roger Waters, *Machine Head* – Deep Purple, *Animals* – Pink Floyd.

Favourite book of 1983: *Phineus Finn* – Anthony Trollope

What you want for Christmas: I would like to know what happened to the years 1983-93 as they seem to be missing from my memory banks.

FRANK BARTUCCA

Best moment of 1993: Turning 24 while in Italy with my family and acquiring a wealth of wisdom, becoming at one with myself and growing up a bit, and passing my driving test.

Top five games of 1993: *Chess*, *Pitch and Putt*, *Kick Off*, *Sonic*, *Pictionary*.

Top five films of 1993: *Taxi Driver* (always), closely followed by *Mean Streets*, *The Crying Game*, *A Fish*



Alien Liaison – wishful thinking from Frank.

Called Wanda. The Likely Lads.

Favourite five records of 1993: *Zooropa* – U2, *Debut* – Bjork, *A Love Supreme* – John Coltrane, *Ancorassierne* – Claudio Baglioni, *Are You Gonna Go My Way* – Lenny Kravitz.

Favourite book of 1993: *Alien Liaison* – Wow! They're really out there, man.

What would you most like for Christmas 1993: A good woman!



Frank "Look no VPL on me" is AF's multi-talented designer.

Free

...with ALL Amigas and CD32



by...



PLUS... a Mouse Mat,
Dust Cover and Micro
Switched Joystick
with Amiga's - only from...

HARWOODS

and...

YOU decide which pack to
buy from a mammoth range
of Amiga A1200 options!

Desktop Dynamite



Amiga A1200 with Dennis,
Deluxe Paint IV, Oscar, Print
Manager & Wordworth Home WP

OR...

Race 'N' Chase



Amiga A1200 with Trolls and
Nigel Mansell's Grand Prix

Plus Packs with Hard Drives,
Monitors and Printers too.
ALL AT MONSTER SAVINGS!

Jurassic Pa

The Latest Amiga A1200 Packs...



DESKTOP DYNAMITE 1

Amiga A1200 Desktop Dynamite Pack
with Dennis, Deluxe Paint IV, Oscar, Print
Manager and Wordworth Home WP.
Plus... FREE - Mouse Mat, Dust Cover,
Joystick and THE GAME of '93!

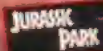


£324.95



DESKTOP DYNAMITE 2

Dynamite Pack 1 as detailed above
(Including Freebies), Plus... the Superb
Philips 14" Pro 2000 Colour Monitor/TV
giving you the best of the A1200 with a
magnificent display... Desktop Dynamite
Pack 2 - Great Value at just...

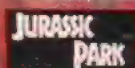


£539.95



DESKTOP DYNAMITE 3

Dynamite Pack 3 has everything you'll
need in ONE complete bundle at a very
Special Price. We've added the market
leading Citizen 240C Colour Printer to
Dynamite Pack 2 (above) - the Perfect
Amiga Combination! Don't forget with
ALL our Amigas you get Free Mouse
Mat, Dust Cover, Joystick and

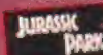


only... £634.95

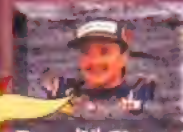


RACE 'N' CHASE 1

Amiga A1200 Race 'N' Chase Pack with
Trolls and Nigel Mansell's Grand Prix.
Plus... FREE - Mouse Mat, Dust Cover,
Microswitched Joystick and the
MONSTER GAME of 1993

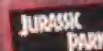


£274.95



RACE 'N' CHASE 2

Race 'N' Chase Pack 1 as detailed above
(Including Freebies), Plus... the Superb
Philips 14" Pro 2000 Colour Monitor/TV
giving you the best of the A1200 with a
magnificent display... Race 'N' Chase
Pack 2 - a Budget...

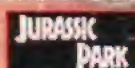


£499.95



RACE 'N' CHASE 3

Race 'N' Chase Pack 3 has everything
you'll need in a Starter Pack - and... At a
Budget Price! As well as the A1200 and
Philips 14" Pro 2000 Monitor/TV (as our
Pack 2 above), we also include the
magnificent Citizen 240C Colour Printer
along with Software and Harwoods
comprehensive extras for only...

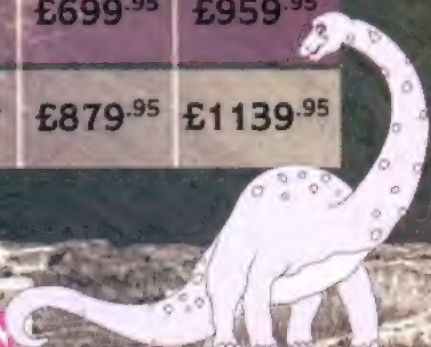


£759.95

Amiga A1200 HARD DISK DRIVE OPTIONS	DESKTOP DYNAMITE CHOICES			RACE 'N' CHASE CHOICES		
	STANDARD PACK Inc. Mouse, Leads, Manuals, Software etc.	STANDARD PACK plus PHILIPS PRO 2000 MONITOR/TV	STANDARD PACK plus PRO 2000 & CITIZEN 240C COLOUR PRINTER	STANDARD PACK Inc. Mouse, Leads, Manuals, Software etc.	STANDARD PACK plus PHILIPS PRO 2000 MONITOR/TV	STANDARD PACK plus PRO 2000 & CITIZEN 240C COLOUR PRINTER
85Mb.	£509.95	£719.95	£999.95	£474.95	£679.95	£939.95
130Mb.	£529.95	£744.95	£1014.95	£489.95	£699.95	£959.95
210Mb.	£689.95	£909.95	£1174.95	£659.95	£879.95	£1139.95



AMIGA



cked!

Harwoods LifeTime Warranty Plan

Now you can add a Warranty to ANY hardware item from Harwoods for less than you'd think! Take out up to 5yrs cover and at the end of that period you can extend cover annually... A LIFETIME's Peace of Mind! What's more the Warranty is fully transferrable enhancing resale values should you ever decide to upgrade your equipment. Available now even on hardware you may have purchased elsewhere.



POWER PRO Pack 1

Amiga A1200 with 80Mb. Hard Drive, Citizen 240C Colour Printer & Philips Pro 2000 Colour Monitor/TV

PLUS: All cables, Dust Covers for Amiga & Printer, Citizen Print Manager 2, Printer Paper/Labels, Mouse Mat, Final Copyll, Superbase, Superplan, Nigel Mansells Grand Prix and Trolls AND...

FANTASTIC AT... **£999.95**

JURASSIC PARK



POWER PRO Pack 2

Amiga A1200 POWERPRO PACK 1 as detailed above but with the Amazing Quality MicroVitec 14" Colour MultiSync Monitor (in place of the Philips Pro 2000)

FOR THE REAL ENTHUSIAST AT A SPECIAL PRICE only... **£1199.95** AND with...

JURASSIC PARK



with FREE...

JURASSIC PARK

Amiga CD32 - THE NEW COMPUTING REVOLUTION! Ideal for the ardent games player this 32Bit CD ROM System will expand into a full computer as your needs grow with CBM's planned Keyboard, Drives etc.

JURASSIC PARK

£289.95

Amiga A1200 HARD DISK DRIVE OPTIONS

85Mb.	£999. ⁹⁵	£1199. ⁹⁵
130Mb.	£1019. ⁹⁵	£1219. ⁹⁵
210Mb.	£1189. ⁹⁵	£1389. ⁹⁵

POWERPRO PACK1 with 80Mb HD A1200, Philips Pro 2000 Monitor/TV & Citizen 240C Printer

POWERPRO PACK2 with 80Mb HD A1200, Citizen 240C Printer & Multisync Microvitec Monitor

ADDED VALUE PACKS

POWERPLAY PACK

Contains: Competition Pro 5000 Joystick, Amiga Dust Cover, 10 - 3.5" Blank Disks, Mouse Mat, Disk Storage Box, PLUS... 18 GREAT GAMES! Xenon 2 Megablast*, Str Crazy, TV Sports Football, Hostages, Jumping Jackson, Bubble Plus, Bloodwych, Tin-Tin on the Moon, Krypton Egg, Purple Saturn Day, Eliminator*, Skychase, Safari Guns, Lombard RAC Rally, Captain Blood, Strike Force Harrier*, Sky Fox II and Lancaster

only... **£34.95**

*purchased with an Amiga or just £39.95 separately. *Not compatible with A1200/3000/4000.

STARTER PACK

Contains: 10 - Blank Disks, Disk Library Box, Quality Mouse Mat, Amiga Dust Cover, Quality Micro-Switched Joystick

£14.50

*purchased with an Amiga or just £19.50 if bought separately.

PHILIPS Displays

CM 8833 MKII 14" STEREO COLOUR inc. Leads/Dust Cover PRO 2000 14" COLOUR SUPER-RES MONITOR/TV inc. Leads The best of both Worlds - Quality Computer Display and fully featured FST High Definition TV in one! Infra red remote, FastText Teletext, Loop Aerial, Headphone Socket.

£199.95

While Stocks Last

£239.95

The one in all Harwoods packs



Commodore Displays

CBM 10845 COLOUR 14" STEREO inc. Leads/Dust Cover CBM 1940 MULTISYNC 14" COLOUR STEREO inc. Leads, Dust Cover etc. (for A1200's, 3000's & 4000's) .39 Dot Pitch CBM 1942 MULTISYNC 14" COLOUR STEREO inc. Leads, Dust Cover etc. (for A1200's, 3000's & 4000's) .28 Dot Pitch

£179.95

While Stocks Last

£299.95

£399.95



MicroVitec Displays

14" COLOUR... True Multi-Sync Monitor, Built-in DMS, Max Res, .28 Dot Pitch

£429.95

gordon

3
2
1
W
O
O
D
S

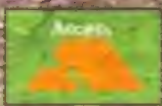
computers

0773

836781

Department AMF - JI
New Street • Alfreton
Derbyshire • DE55 7BP

Fax: 0773 831040



Amiga Printers

All our printers are supplied for immediate use including cable, paper and labels FREE OF CHARGE. Dot matrix models come with tailored dust cover. We also include specific Amiga driver disks with ALL printers FREE. (with Citizen models you get the excellent Print Manager Version 2)

CITIZEN

All with 2 Year Warranties	Swift 200 Mono	£199.95
1200+ Mono	Swift 200 Colour	£284.95
Swift 90 Mono	Swift 240 Mono	£279.95
Swift 90 Colour	Swift 240 Colour	£379.95

LC100 Colour	£154.95
SJ144 Thermal Colour HQ Printer	£129.95
LC24-30 Colour 24Pin Complete with 50 Sheet Auto-Feeder, up to 192cps (draft), 6-sec (LQ), 10 Resident LQ Fonts, 14.6K Buffer	£379.95
LC24-300 Colour 24Pin LCD Panel, up to 26-secps (draft), 80cps (LQ), 16 Resident LQ Fonts, 16.7K Buffer, Quiet 40-43db Modes	£289.95
STAR LASER PRINTERS...	
LS-5	£579.95
LS-5EX	£679.95
LS-5TT PostScript	£899.95

Print Manager

Available with all new Star Printers or for existing Star users. Higher printing resolutions and more control of your Star. Please ask for details of this great new utility.

Extended Warranty Plan

New Prestige Warranty available on all Star printers. This is in addition to Star's standard 1 year warranty and can be extended to a max. of ~~£199.95~~ from a very low cost!!! Please ask for further information or check out the booklet we include with every Star Printer

CANON

BJ108x Mono	£199.95
BJ200 Mono, 250cps, Inc. Auto-Sheet Feeder	£199.95
BJ230 Mono, 360dpi, 248cps, Auto-Sheet Feeder	£299.95
BJC600 S, 360dpi Colour Bubble Jet, uses Paper, OHP, envelopes, Compact, durable, low engine, 4 colour CMYK system, 100 sheet feeder, 240-170cps - text mode, 8 std fonts, 65K Buffer	£399.95



\$10 Mono Deskjet	£99.95
\$00 Colour Deskjet	£199.95
\$50 Colour Deskjet	£299.95

Amiga Compatible Apple Printers

Apple™ equipment has always had a reputation for its quality and reliability...but, at a price! NOW you can use Genuine Apple™ Printers with your Amiga at far MORE COMPETITIVE prices than you'd imagined was ever possible...

Apple™ Personal

LaserWriter™ NTR
4ppm Canon engine laser with superfast RISC Processor & 3Mb RAM (upgradable to 4Mb). True PostScript™ Level 2. HP LaserJet™ & PCL 4+ emulations. FULLY Amiga & PC compatible. Parallel, Serial RS232 & LocalTalk interfaces built-in. No other laser of this quality costs so little...

~~£739.95~~

Apple™ Color

AM44 BubbleJet
Canon BJC 820 engine 360x360dpi BubbleJet. Epson® 24Pin emulation. Parallel & SCSI interfaces. A3 & A4 size paper. Up to 300cps in text mode! INFINITE COLOUR OUTPUT using a 4 colour CMYK system of ink cartridges with approx. 700page life. There's no better Inkjet at only...

~~£704.95~~

CANON

Accessories & Consumables

INKJET CARTRIDGES:

BJ108x/sx	£13.95	BJ800 - Black	£16.95
BJ200/230	£15.99	BJ800 - Cyan	£21.99
BJ600 - Black	£8.95	BJ800 - Magenta	£21.95
BJ600 - Cyan	£8.95	BJ800 - Yellow	£21.95
BJ600 - Magenta	£8.95	(Also for Apple StyleWriter)	
BJ600 - Yellow	£8.95	(Also Apple Colour)	

SHEET FEEDERS:

BJ108x in White or Black	£54.95
--------------------------	-------------------

CITIZEN

Accessories & Consumables

RIBBONS:

	MONO	COLOUR	AUTO SHEET FEEDERS:
1200	£12.95	£19.95	All 80 Column Models (Please state)
90/C	£12.95	£19.95	
24/200/240	£12.95	£19.95	

ACCESSORIES:

9/24Pin, 80Column Colour Kit (not 124)	£57.95
24Pin, 32K RAM Expansion (not 200/240)	£1.99
24Pin, 32K RAM Expansion for 200/240	£12.95
24Pin, 128K RAM Expansion (not 200/240)	£12.95

EPSON

Accessories & Consumables

RIBBONS:

	MONO	COLOUR	AUTO SHEET FEEDERS:
LC10/20/100	£12.95	£19.95	All 80 column Models...
LC200	£12.95	£19.95	(Please specify model when ordering)
LC24/200	£12.95	£19.95	

INKJET CARTRIDGES:

SJ48	£12.95	£19.95
SJ144	£12.95	£19.95



Accessories & Consumables

INKJET CARTRIDGES:

	MONO	COLOUR
Deskjet, Deskwriter	£12.95	£19.95
Paintjet	£12.95	£19.95

PAPER/TRANSPARENCY FILM:

Single Sheet	£12.95
Z-Fold	£12.95
Transparency Film (50 Sheets)	£12.95

Amiga Boards

UPGRADES

Now you can expand your Amiga beyond the capabilities of many "business" computers with one of a range of upgrades from Harwoods.

Blizzard 1200 Memory Board

Winner of Amiga Format's Gold Award with a 93% rating the specification is impressive...

- 4Mb RAM as standard & option to add a further 4Mb
- 32Bit LIGHTNING FAST Zero wait state FAST RAM (normally quicker than PCMCIA cards)
- Real Time battery backed clock
- FPU socket built-in for STANDARD PLCC type Maths Co-Processors of up to 60MHz speed!!
- Fast A1200 "Trapdoor" fitting retaining CBM Warranties
- Compact design utilising latest SMT technology
- Full TWO YEAR WARRANTY

BLIZZARD 1200-4Mb BOARD ~~£179.95~~

4Mb. RAM Expansion (Blizzards own) ~~£179.95~~

33MHz. FPU Maths Co-Processor ~~£79.95~~

BUY ALL THREE TRANSFORMER KIT, FPU... ~~£409.95~~

Blizzard 1230 Turbo Accelerator

From the makers of the acclaimed Blizzard 1200 RAM Board comes a great A1200 Accelerator...

- 400-500% performance increase on all applications (with additional on board RAM)
- Optional fast (up to 100MHz/sec) DMA SCSI-II Interface for CD ROM etc. (CDTV, ISO 9660 Formats). Removable Drives (SyQuests Bernoulli etc) as used on Macintosh etc.
- 40MHz 684C030 Processor
- Up to 50MHz 68002 PLCC or PGA FPU unit (Maths Co-Pro)
- Up to 64Mb of 32-Bit RAM using standard 72 Pin SIMMS
- Battery backed real time clock
- Easy trap door installation. Does NOT void warranties
- No software required. Just plug in and go!

BLIZZARD 123 TURBO (0Mb.) ~~£249.95~~

4Mb. RAM Expansion, 32Bit SIMM ~~£179.95~~

33MHz. FPU Maths Co-Processor ~~£79.95~~

BUY ALL THREE TRANSFORMER KIT, FPU... ~~£409.95~~

FASTLANE Z3 SCSI-II Interface

Lightning FAST Hard Disk access for all Amiga A4000 owners. The only IDE answer...

- Fast (up to 100MHz/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO 9660 Formats). Optical Removable Drives (SyQuests etc) as used on Apple Macintosh etc.
- Expandable up to 64Mb of 32-Bit Fast RAM
- Requires no Buster Chip upgrade!!
- Compatible with all existing Amiga A4000's
- 1 x 32 Bit SIMM Sockets

Exceptional Value FASTLANE Z3... ~~£299.95~~

GVP Accelerator Boards

GVP 1230 - 40MHz, 68050cc, 32Bit BOARD

With 1Mb. RAM ~~£299.95~~

With 4Mb. RAM ~~£479.95~~

Ask about RAM upgrades and Maths Co-Pro's

SUPRA Turbo 28MHz Accelerator

Compatible with ALL A500's & A500Plus (A1500 & 2000 versions available, please ask for details)...

- Plugs into slotcar expansion slot A500 A500Plus
- Speeds up your Amiga - up to FOUR TIMES NORMAL SPEED!!
- With throughput for RAM Hard Drive Expansion etc. Amiga MUST have some FAST RAM (only old A500Plus do not). Any slotcar or GVP HD RAM already fitted is FAST RAM

A1200 Performance at only... ~~£149.95~~

Shown on these two pages are just selections of our extensive range of Amiga Peripherals and Accessories which we are continually extending as new products become available. Please phone us if the item you need is not listed or to enquire about latest news.

BY PHONE: Show me or On-line Helpline with your Access Visa, Mastercard Switch or Lombard Creditcharge Card (expiry number & expiry date (Mistakenly, Currys, NASCA and other 'store' cards are Lombard Creditcharge and are happily accepted by us).



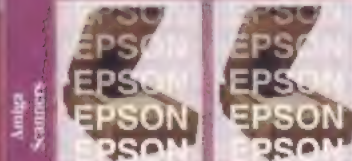
BY POST: Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Please allow 7 days to clear prior to despatch). Please send Name, Address, and most importantly if possible, a Day time Telephone Number along with your order requirements. Please check you are ordering from latest advertisement before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, etc., therefore prices you see may have changed (either up or down).

Amiga Accessories

Sound & Graphics	Rombo Vidi 12, V2.00	£74.95
	Vidi 12 & Sound & Vision	£94.95
	Technosound Turbo Sampler	£29.95
	NEW Technosound Turbo 2	£44.95



Amiga Music Peripherals	Miracle keyboard	£249.95
	Music X full version 1.1	£24.95
	Midi interface Sport c/w cable	£24.95
	ZYFI Stereo speakers	£39.95
	ZYFI Pro Stereo Speakers	£59.95
	Stereo Master	£39.95
	Deluxe Music 2	£44.95
	Meighsound	£29.95
	Power Mono NFW V3.0 Hand Held Scanner	£109.95



Amiga Scanners	Epson GT6500 Flatbed	£839.95
	Epson GT8000 Flatbed	£1179.95

If you already own a scanner buy Art Dept. Professional for just

Amiga Graphics	ProGen - Perfect high quality entry level true video signal generator	£64.95
----------------	---	--------

Amiga Graphics	Rendite 8802 int switch and fader controls, AT200	£179.95
----------------	---	---------

Amiga Graphics	HQ Microswitched MEGA MOUSE (excellent magazine review)	£12.50
----------------	---	--------

Amiga Graphics	HQ Microswitched 400dpi Resolution MEGA MOUSE	£13.95
----------------	---	--------

Amiga Graphics	HQ Microswitched MEGA MOUSE inc. Mouse Mat Holder	£19.95
----------------	---	--------

Amiga Graphics	High Quality microswitched Optical mouse	£28.95
----------------	--	--------

Amiga Graphics	HQ Microswitched Trackball	£29.95
----------------	----------------------------	--------

Amiga Graphics	Auto Mouse Joystick Switcher	£17.95
----------------	------------------------------	--------

Amiga Graphics	Premier Control Centre & Memoire Plinth with shelf	
----------------	--	--

Amiga Graphics	For Amiga A500	£39.95
----------------	----------------	--------

Amiga Graphics	For Amiga A600	£34.95
----------------	----------------	--------

Amiga Graphics	For Amiga AT200	£39.95
----------------	-----------------	--------

Amiga Graphics	Zipsick Autofire Joystick	£11.95
----------------	---------------------------	--------

Amiga Graphics	Competition Pro-Star autofire, burstfire & slow motion	£13.95
----------------	--	--------

Amiga Graphics	Pythum IM	£10.95
----------------	-----------	--------

Amiga Graphics	The BUG Microswitched	£14.95
----------------	-----------------------	--------

Amiga Graphics	Full range of Quickjoy and other makes stocked - please call us for prices	
----------------	--	--

Amiga Graphics	10 TDK 3.5" DS DD	£7.95
----------------	-------------------	-------

Amiga Graphics	50 TDK 3.5" DS DD	£32.95
----------------	-------------------	--------

Amiga Graphics	10 TDK 3.5" DS DD	£12.95
----------------	-------------------	--------

Amiga Graphics	Certified Bulk Disks with labels	
----------------	----------------------------------	--

Amiga Graphics	10 with library case	£6.95
----------------	----------------------	-------

Amiga Graphics	50 Disks - only...	£24.95
----------------	--------------------	--------

Amiga Graphics	100 Disks - only...	£39.95
----------------	---------------------	--------

Amiga Graphics	250 Disks - only...	£99.95
----------------	---------------------	--------

Amiga Graphics	3.5" Disk Head Cleaner essential for reliable loading	£2.95
----------------	---	-------

Amiga Graphics	Universal mouse cleaning tool. Cleans in seconds, needs NO FLUID. Use over and over!	£4.99
----------------	--	-------

Amiga Graphics	A500 1-2Mb. Trapdoor 1-G	£22.95
----------------	--------------------------	--------

Amiga Graphics	A500Plus 1Mb. Trapdoor U-G	£44.95
----------------	----------------------------	--------

Amiga Graphics	A500 Trapdoor 1-G	£47.95
----------------	-------------------	--------

Amiga Graphics	Amiga 500 Hard Disk, inc. Backup Disk, PCMCIA Cards for Amiga 1200 (fit in Smart Card Slot)	
----------------	---	--

Amiga Graphics	PCMCIA 2Mb.	£718.95
----------------	-------------	---------

Amiga Graphics	PCMCIA 4Mb.	£174.95
----------------	-------------	---------

Amiga Book Shop

Amiga 1200 Insider Guide	£14.50
Amiga A600 Insider Guide	£14.50
Mastering Amiga Assembler	£21.95
Mastering Amiga Beginners	£18.50
Mastering Amiga C	£18.50
Mastering Amiga Workbench	£18.50
Mastering Amiga Dos V2 Vol.1	£19.90
Mastering Amiga Dos V2 Vol.2	£19.90
Mastering Amiga Dos V2 Vol.3	£23.50
Mastering Amiga AMOS	£18.50
Mastering Amiga AREXX	£19.50
Mastering Amiga System	£24.95

ABACT'S BOOKS: In stock - Please phone us for keen prices!

External Amiga Disk Drives

Cumana 3.5" External Disk Drive with throughput, extra long cable, free head cleaning kit	£99.95
Power XL High Density 3.5" External Disk Drive with 1.7Mb. capacity for extra storage space, free disk head cleaning kit	£99.95

Amiga Hard Disk Drives

Our internal A500/A1200 Hard Disk Drives are all high quality industry standard units manufactured by recognised and respected worldwide market leaders (eg. Conner, Seagate, Western Digital etc.). Each Hard Drive comes with a one year warranty, driver software, fitting kit and full instructions for you to fit. And... back up and repair utility software. If you prefer we can install your drive for you and you'll benefit from...

1. Speedy collection of your Amiga
2. Fitting by qualified technicians
3. Formatting with Workbench installation
4. Hard Disk configuration including installation of back up and repair utility software
5. FULL 12 month HARWOODS GOLD warranty for BOTH your new Hard Drive AND your existing computer! (see our "Gold Service")
6. Courteous delivery back to you.

NO ONE ELSE OFFERS ALL THIS... you will normally only get warranty cover for the new Hard Drive NOT the whole computer!

Capacity	85Mb.	130Mb.	210Mb.
Self Fitted	£194.95	£214.95	£179.95
Fitted at Harwoods	£219.95	£239.95	£194.95

Other Hard Disk sizes available... Please phone us for further details. Hard Drive capacities are unformatted to the nearest 5Mb.

Supra Modems & FAX Modems

A full range of Modems and new FAX Modems from as little as £100!!



Items that prove faulty in the first 30 days are replaced with new units unless otherwise stated (eg. on-site maintenance etc.). Hardware that may develop a fault in the first year. Despite products have 2 year warranty is collected FREE (UK Mainland). You'll be given an exclusive phone number managed by our technical staff who are pleased to help you with any problems. All hardware is fitted with a 90-day plug ready to use. We aim to continue providing the Gold Service in the industry!

Amiga Software

Pen Pal V1.5	£49.95
Final Copy II Release 2-AGA	£99.95
NEW...Final Writer	£129.95
The Publisher	£39.95
Professional Page V4.1	£129.95
Pagesetter III	£47.95
Wordworth 2 - AGA	£99.95
Softaces 1 to 4 (for R.I.I.)	£39.95
Softclips 1 to 4	£29.95
Softwood Proper Grammar 2: (Grammar & Spelling checker, for ALL Amiga Word Processors)	£39.95

Mini Office	£39.95
-------------	--------

FEATURING...	
--------------	--

Word Processor, Spreadsheet, Database and Disk Manager...	
---	--

FULLY INTEGRATED!	
-------------------	--

Superbase Personal 2	£89.95
----------------------	--------

Superbase Personal 4	£114.95
----------------------	---------

X-CAD 2000	£97.95
------------	--------

X-CAD 3000	£254.95
------------	---------

Art Expression	£144.95
----------------	---------

Expert Draw	£49.95
-------------	--------

Scala 500 Home Tiler	£74.95
----------------------	--------

Scala Professional	£177.95
--------------------	---------

Scala MM202	£289.95
-------------	---------

EdiMate	£194.95
---------	---------

Broadcast Tiler 2 - SVGA	£234.95
--------------------------	---------

GB Route Plus	£34.95
---------------	--------

Turboprint Pro 2.0	£34.95
--------------------	--------

Mavis Beacon Teaches Typing 2	£22.95
-------------------------------	--------

Typesmith	£119.95
-----------	---------

System SE	£54.95
-----------	--------

Personal Finance Manager	£34.95
--------------------------	--------

Arena Accounts	£94.95
----------------	--------

Deluxe Paint 4.1	£64.95
------------------	--------

Deluxe Paint 4 (AGA)	£78.95
----------------------	--------

NEW... Calligari	£97.95
------------------	--------

3D Construction Kit	£36.95
---------------------	--------

Adorage	£57.95
---------	--------

Vista Pro 3	£54.95
-------------	--------

Art Department Prof. V2.3	£149.95
---------------------------	---------

DCTV Composite Video	£349.95
----------------------	---------

(24-Bit Graphics System - PAL)	
--------------------------------	--

Morph Plus	£149.95
------------	---------

Real 3D Classic	£74.95
-----------------	--------

Real 3D 2	£57.95
-----------	--------

Brilliance	£147.95
------------	---------

Pixel 3D Pro - Anim Workshop	£149.95
------------------------------	---------

Quarterback V5	£51.95
----------------	--------

Quarterback Tools Deluxe	£99.95
--------------------------	--------

(Advanced Disk File Management)	
---------------------------------	--

PC Task - PC Emulator	£37.95
-----------------------	--------

Cross DCM	£34.95
-----------	--------

Easy Amos	£34.95
-----------	--------

Amos The Creator	£36.95
------------------	--------

Amos Compiler	£21.95
---------------	--------

Amos SD	£25.95
---------	--------

Amos Professional	£56.95
-------------------	--------

Amos Professional Compiler	£34.95
----------------------------	--------

New SAS Lattice C V6.3	£289.95
------------------------	---------

Devpac 3	£54.95
----------	--------

Directory Opus V4	£69.95
-------------------	--------

"Micros" up to GCSE Standards	
-------------------------------	--

micro science - to GCSE	£18.95
-------------------------	--------

micro maths - to GCSE	£18.95
-----------------------	--------

micro english - to GCSE	£18.95
-------------------------	--------

micro french - to GCSE	£18.95
------------------------	--------

micro spanish - to GCSE	£18.95
-------------------------	--------

micro german - to GCSE	£18.95
------------------------	--------

compendium six (6 titles)	£27.95
---------------------------	--------

A great new Word Publisher which incorporates DTP like features with excellent quality results	£129.95
--	---------

Final Writer	
--------------	--

Phone and ask about our MASSIVE SELECTION of competitively priced entertainment software!!	
--	--

Amiga Games	
-------------	--

Amiga Educational Software	
----------------------------	--

Amiga Development and Utilities Software	
--	--

Amiga Animation and Graphics Software	
---------------------------------------	--

Amiga CAD & Drawing	
---------------------	--

Amiga Video Software	
----------------------	--

Amiga Word Processing and Publishing	
--------------------------------------	--

Amiga Integrated Tables and Databases	
---------------------------------------	--

Amiga New FINAL WRITER from Softwood Products Europe	
--	--

gordon

3

2

1

0

9

8

7

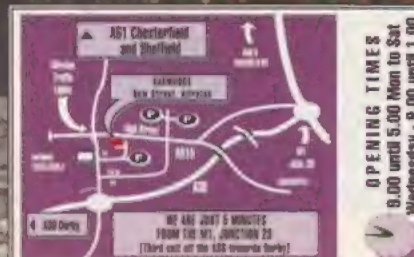
6

5

4

3

EXPORT: Most items are available at TAX FREE PRICES to UK residents and/or service personnel. Please contact us for confirmation of export prices before placing your orders.



Why not take a trip out to visit us and see our full advertised range... and more! Plenty of FREE parking!

FREE DELIVERY: by Parcel Force, UK Mainland only, ON NEXT WORKING DAY COURIER - just £6.95 per major item (or £10.00 Saturday delivery), most regions (Despatch normally on day of order, or payment clearance).



Department AMF - J1
New Street • Alfreton
Derbyshire • DE55 7BP

Fax: 0773 831040

computers

THE POWER USER



1 MIRACLE PIANO TUTOR

Learn to play the piano with this excellent software and keyboard combination, which takes you from basic fingering exercises to full performances with orchestral backing.

PRICE £299.99

Mindscape 0444 246333

2 PANASONIC KX-P4410 LASER PRINTER

Improve the quality of your print-outs with this budget-priced high-performance laser printer from Panasonic. Includes a free copy of *Wordworth AGA*.

PRICE £549.99

Indi Direct 0543 419999

3 DATEL GRAPHICS TABLET

Bored with using your mouse? Why not try using a graphics tablet, like the Genius digitising tablet? It's more like using a pen than a mouse, giving a more natural feel to your drawings.

PRICE £129.99

Date Electronics 0782 744707

4 COMMODORE 1942 MONITOR

If you're serious about your Amiga work, you'll need the best picture you can get. This monitor is a dual-sync model, so you can also use all of those nice new super-high-resolution AGA modes. With a .28 dot pitch, the picture quality is excellent.

PRICE £399

Silica 081-309 1111

THE PERFECT GIFT

Come Christmastime (and that's this time of year, in case you haven't been concentrating) it's not always easy to they'd like more than a new gizmo or gadget for their machine. So we've taken a look around the Amiga scene

THE GAME PLAYER



1 PHILIPS PRO 2000 MONITOR/TV

If you want excellent picture quality from your Amiga and the ability to watch *East Enders* without any tedious messing around with cables, look no further than this Monitor/TV. With a 14-inch FST tube, RGB SCART input and excellent sound - what more could you want?

PRICE £239.95

Harwoods 0773 836781

2 AMIGA CD32

The future of Amiga games is here, in the form of Commodore's latest Amiga. It's a CD-based console, built around the same powerful CPU and custom chip set as the A1200. Comes with two excellent games: *Diggers* (FG93%) and *Oscar*.

PRICE £299

Commodore 0628 770088

3 AMIGA 1200

Commodore's flagship machine not only plays many stonking games, but the Desktop Dynamite pack comes with the excellent drawing program *DPaint IV* and *Wordworth*. Plus, don't forget the two games: *Oscar* and *Dennis*.

PRICE £349.99

Commodore 0628 770088

4 THE BUG

It may look somewhat weird, but it's one of the finest joysticks we've ever seen. In fact, the gospel truth is that it's so popular in the AF offices that

CDTV

It may not be state-of-the-art, but it's still a 1Mb Amiga with CD-ROM drive, floppy disk drive, keyboard and mouse for an extremely good price. It can also be used as a CD-ROM drive on a big box Amiga with the PD ParNet software.

PRICE £229.99
Indi Direct 0543 419999

A4000/030

Filling the gap between the A4000/040 and A1200, this is powerful and extremely expandable, with a 25 Mhz 68030 processor and space for an extra hard drive and up to 18 Mb of memory on board.

PRICE From £965 + VAT
Commodore 0628 770088

WORDSWORTH 2

Word processing gets serious! This powerful and easy to use program from Digita is definitely one of the finest word processors on the Amiga, though Version 3 is due early next year.

PRICE £99.95
DIGITA 0395 270273

BRILLIANCE

You probably got a copy of *DPaint* with your Amiga, but that's getting a little long in the tooth these days. Digital Creations started from scratch to produce this powerful AF Gold winning package.

PRICE £199.95
Meridian 081-543 3500

VIDI AMIGA 12

Capturing the real world and saving it to your hard disk has never been easier than with this video digitiser. This gadget is more fun than you might imagine - it can take a video signal from a camera or VCR and convert the picture on your TV screen into an IFF file for printing out, or using as a basis for your own pictures in *Brilliance* or *DPaint*.

PRICE £99.95
Rombo 0506 414631

MORPH PLUS

If you've ever had a yen to transform a baby into an owl, or a car into a running horse, this could be the program for you. The powerful graphics package takes one image and smoothly transforms it into another - it's the technique used for many TV ads and in the *Terminator 2* movie. Very weird and very wonderful.

PRICE £199.95
Meridian 081-543 3500

FINAL COPY II

Softwood's latest barrage in the war of the word processors is *Final Copy II*, although fresh hostilities are soon to break out with the release of *Final Writer*, a big brother to this program. This latest version supports the AGA modes on the A1200 and A4000. In operation it's quite similar to *Wordworth 2*, so you don't need both!

PRICE £99.95
Harwoods 0773 836781

TRIFECTA

Getting a little short on hard disk space? Why not add a few extra megabytes of very fast disk space by adding a SCSI 2 hard disk drive and interface to your machine.

PRICE £239 (80Mb)
Power Computing 0234 843388

SPORTSTER MODEM

There's a whole virtual world of bulletin boards and on-line games out there, and this AF Gold-rated modem could give you access to it. It's small, fast, reliable and only looks a little bit like a stylophone.

PRICE £249.99
Phoenix 0532 350091

POWER SCANNER

If you're involved in Desk Top Publishing, you'll know how useful it is to be able to scan illustrations or other printed images into your computer and include them in your documents.

PRICE £119 (mono)
Power Computing 0234 843388

NICK VEITCH

To complete the Amiga set-up for the serious Amiga user, why not add a Veitch? An excellent source of knowledge about the Amiga, but watch out for the excessive Guinness consumption and bad language.

PRICE 1 Pt Guinness per hour.
Future Publishing 0225 442244

FOR CHRISTMAS

decide what to get your loved ones. But if they are Amiga users, you can take it from us that there's nothing and come up with one or two gift ideas, from stocking fillers right up to spoilt brat presents.

ours keep falling apart from overuse and we have to buy new ones all the time. Also available in black with silver 'eyes'.

PRICE £14.99
Cheetah 061-954 4060

AMIGA FORMAT

Keep in touch with all the latest developments in the world of the Amiga with *Amiga Format*, the world's biggest selling Amiga magazine, and *Amiga Format Specials*, each edition of which concentrates on a different aspect of the Amiga.

PRICE From £3.95
Future Publishing 0458 73279

FRONTIER

Cruise around the universe, buying things, selling them and shooting pirates. You can also take on missions such as military courier, passengers or assassinations. It takes some getting into, but it's definitely worth the effort.

PRICE £29.95
Gametek 0753 553445

HIRED GUNS

Shooting hideous alien muties has never been so much fun! This state-of-the-art game has you playing a group of four mercenaries in a variety of increasingly difficult missions to free a plant from genetic freakdom. Violent, but great fun.

PRICE £34.99
Psygnosis 051-709 5755

SCREENPLAY 2

Learn the secrets of successful game playing in this book written by all-round Amiga games expert and ex-AF writer Maff Evans, a man who has been reviewing Amiga games and giving the best tips in the business ever since the first Amiga 500 came out in 1987. Packed with hints, tips, cheats and solutions, this is an invaluable guide for the serious games player.

PRICE £9.95
Future Publishing 0225 442244

JAMES POND 2 - ROBOCOD CD32

Dr Maybe has taken over the main toy factory at the north pole, and is making all of the cuddly penguins explosive. Can special agent James Pond (codename: Robocod) use his experimental Robocod expando-suit to foil Dr Maybe's evil plan? One of the classic Amiga games comes to the CD32, but remember it's also available on floppy disk at a bargain budget price.

PRICE £29.99
MILLENNIUM 0223 844894

POWERMOUSE

The older Amiga mice were dreadful things, the mouse which comes with the A1200 still leaves something to be desired, and the CD32 doesn't come with a mouse at all. The Powermouse is smooth, with a 400dpi resolution.

PRICE £15
Power Computing 0234 843388

MOUSE MAT

Give your mouse a life of ease with this *Amiga Format* mouse mat. It's emblazoned with the *Amiga Format* logo, it's flat, with rounded corners and you can put your mouse on it.

PRICE £7.99
Future Publishing 0458 73279

ANALOGUE JOYSTICK

Flight sims can be much more realistic with an analogue joystick: after all, real pilots don't use a Bug. Analogue sticks also give much smoother, more realistic control because the amount your plane or car turns is proportional to the amount you move the 'stick by! This model sits easily in the hand, with the fire buttons in a comfortable position.

PRICE £20 to £120
Phoenix 0532 350652

AMIGA FORMAT BINDERS

Keep your copies of the world's best Amiga magazine in pristine condition with these binders. Also note that you get one of these completely free if you take out a subscription to *AF* - and subscribers get a free extra disk in the post every month, packed with lots of PD and Shareware software - things like utilities and games. Subscribers also receive a free newsletter every month detailing all the behind-the-scenes goings-on at the world's best Amiga magazine! An ideal pressie!

PRICE £4.95
Future Publishing 0458 73279

CALLER'S WELCOME AT OUR BRANCHES OPEN 9-5.30, MONDAY TO SATURDAY, (10-4.30PM SUNDAYS) + DECEMBER LATE NIGHT THURSDAYS TO 8.00PM ST ALBANS ONLY

WARNING

Due to the exchange rate, or manufacturer's changes or due to current RAM shortage, some prices may alter, either up or down, during the several weeks between going to press and the end of the month of issue. We would ask that prices be confirmed by telephone before ordering.

OLD AMIGA TRADE-IN*

The best trade-in allowance, extra for peripherals and accessories. Trade in your old machine for a brand new A600/1200/4000/CD32 or even a PC.

After trade-in, equipment is checked and refurbished by our engineers and is then offered at bargain prices, complete with 3 months warranty.

A500s FROM £139 A1500s FROM £199

A600 SD/HD.....	from 159	HDs + Controllers.....	from 179
A3000s.....	from 499	GVP HD8 40/52.....	209/229
CDTV.....	179	XT/AT BBoard.....	50/91
A590 20/40MB.....	129/159		

OTHER ACCESSORIES - PLEASE ASK.
*Acceptance of pre-V2 machines may be limited

A500/600/CDTV

STARTER PACK

A Must for new users!
Microswitched joystick, 'Get the Most from your Amiga' book, 10 Blank discs, 80 capacity lockable disc box, mouse mat, dust cover, Virus Killer.

A500+ and A600s come complete with mouse, modulator to connect to TV, or monitor lead as required, all cables, manuals, operating discs and utilities

	INCLUDED AS STANDARD	PLUS ALONE	WARRANTY	EXTRAS
A500+ 1MB	174.99	189.99	12 months return to base	Extra 1MB
A500+ CARTOON CLASSICS	194.99	209.99	12 months at home	Extra 1MB £35 + 2MB PCMCIA £109
A600 SD 1MB	174.99	189.99	12 months return to base	4MB PCMCIA £169 + Ramshorn £45
A600 SD WILD, WEIRD AND WICKED	194.99	209.99	12 months at home	Brickette PIP Monitor to TV Converter - £99
A600 HD 20	269.99	284.99	12 months return to base	
EPIC PACK PLUS	40	319.99		
	64	349.99		
	85	389.99		
A600 HD 80	365.99	379.99		
120	415.99	429.99		
210	569.99	584.99		
CDTV	229.99	244.99		
MULTI MEDIA				
CBM 1084 SD	+ LEADS	178.99	1 year	
CBM 1940	LEADS, IDEAL FOR AGA	269.99	1 year	
Philips 8833 II	T & S SWIFLY E10	209.99	1 year at home	
Star LC100C	TOP VALUE 9 PIN COLOUR PRINTER	149.99	1 year	
Citizen 240C	24PIN COLOUR	252.99	2 year	

Return to base HD versions are SD units fitted with top quality 3rd party drives and come with install disc + full documentation. *DPHII needs 2MB for animation on HD models.

NO OTHER DEALER CAN BEAT OUR CREDENTIALS

- Multi-million company with 9 years experience in Commodore product and here to stay
- Commodore trained staff are friendly and helpful and are parents, multimedia, educational, games, programming or technical specialists (usually more than one!)
- Open 9-6 pm Monday to Saturday and 10.00 am to 4.30 pm Sundays PLUS December late nights on Thursdays (St Albans only) for convenient shopping
- Callers welcome for advice and demonstration at our 1600+ sq ft High St, Town Centre branches
- Same day despatch for most orders received by 5.30 pm; express am and Saturday services available
- Hardware carefully handled and delivered safely and reliably by caged, insured, top name courier service
- Pre-despatch testing on Amiga systems
- Free 30 day courier collection and delivery of NEW replacement (except product with on-site maintenance)
- Hotline support and in-house engineers
- Upgrade and trade in offers to keep you up to date
- Exceptional after sales service
- BFPD and export welcome

NOT JUST ANOTHER MAIL ORDER COMPANY

For years a major player in Amiga Mail Order, Hobbyte also boast extensive experience and expertise in specifications and support of multi-machine and specialist systems. Hobbyte have been recommended and trusted by Commodore and successfully won major orders and support contracts from London, Birmingham, MMD, educational establishments etc. We are pleased to be placed on tender bids. This expertise is available to all our customers.

Hobbyte

COMPUTING
ESTABLISHED YEARS

10 MARKET PLACE ST ALBANS
HERTS AL3 5DG TEL: (0727) 856005/841396
THE GALLERY ARNDAL CENTRE LUTON
BEDS LU1 2PG TEL: (0582) 457195/411281

A4000/30 & 40

A4000/30: AGA Chip Set + 68030 processor, 68882 25/50 MHz co-processor option, 256,000 colours from 16.6M, scan doubling for flicker free display, Mouse, Amiga 3.5"/1.76 MB 3.5" drive, Hard Drive as below, Amiga DOS 3.0 system and utilities, **Next day on-site warranty**
A4000/40: As above, but featuring the blistering 68040 processor, with full floating point facilities **NOT** EC version. UK models with on-site warranty... **NOT** imports!

TRADE IN AVAILABLE	A4000/30	A4000/40	EXTRAS
HD SIZE MB	1+1MB SUBTRACT £70	2+4MB STANDARD VERSION	2+4MB SUPER EXP. VERSION
80	965	1889	Extra 2MB for 2+2 versions £39 + Microtite 4MB for 2+4 versions £139 + Microtite Cabinet 1640 recommended £399.99 + 2 yrs warranty £39.99, extra 2 yrs £99.99
120	1054	1915	ADD £80 + ADD £80 + ADD £80
160	1079	1959	2+4 MB version comes with 2MB chip RAM + one 4MB chip of fast RAM for on-board expansion to 16MB. Who does not fit two 2MB chips of fast RAM when gives on board expansion of any AMO.
240	1149	2139	
340	1279	2299	
540	1599	2459	
	A4000/30 CO-PROs	ADD £70	
	68882 25 MHz	ADD £160	
	68882 50 MHz		
	Fitting FOC if purchasing A4000		

WITH ANY COMPUTER
CHAOS ENGINE, SYNDICATE, PINBALL FANTASIES, NICK FALDO'S CHALLENGE GOLF ADD £19.99
OR LEAMINGS, SIMPSONS, CAPTAIN PLANET, PLUS DP III & GFA BASIC
ADD £14.95

A1200	
1200 2MB	269
1200 +20MB HD	379
1200 +60MB HD	439
1200 +80MB HD	469
1200 +120MB HD	519
1200 +207MB HD	589
Extra 4MB + clock fitted	ADD £200
**CBM APPROVED HARD DRIVES	
Full legal installation/utility disc and documentation and come with CBM on-site warranty service.	
DON'T FORGET YOUR STARTER PACK! ADD £15 (SEE VALUE PACKS BELOW)	
SPECIAL	
Desktop 500C and Starter Pack with any Amiga ONLY £285	

FREE WITH ALL 1200s
NIGEL MANSELL AGA, TROLLS AGA AND CHALLENGE PACK
OR WORKS PLATINUM
OR DESKTOP DYNAMITE PACK
Wordworth 2/AGA, Deluxe Paint 4/AGA, Oscar AGA + Demo, Print Manager
ADD £49 (1200s only)
Unlimited - While Stocks Last

HOBBYTE VALUE PACKS

Hobbyte are famous for their packs, allowing you to choose what you want, whilst still benefitting from package deal savings. Remember, a bargain is only a bargain when you like what you get! So, if you aren't Wild, Weird or Wicked, Sleepwalker sends you to sleep, Space Ace leaves you feeling empty and Parodroid does worse, if Basic basically isn't you, exercise your options and get real value for money from Hobbyte

TRAMPY'S AND NODDY'S PACK

Fun and educational for 2 to 11 years
(Some help may be required)

	SPECIAL WITH AMIGA £39	ALONE £59
Noddy's Playtime OR Big Adventure OR Merlins Maths	8 magical learning games at 3 levels, PLUS Junior Art pack, keyboard overlay and map 6 National Curriculum oriented games, stage 2, 7 to 11	
The Shoe People OR Fun School 2	6 games with Trampy and friends, 6 years and under The 'Fun School' suite have won every award going 5/6 wonderful animated games 3 to 11 years, specify age	
Fun School 3 or 4 OR ADI Jr Reading OR Counting	The lovable extra terrestrial entertains 4 - 7 year olds and helps towards achieving National Curriculum levels 1, 2, 3 Pic inc. children, Fairytale + Legend characters, Sport, Cartoons, etc.	
Deluxe Paint II + 700 Clip Art pics	Containing 10 fun while you learn games	
Hobbyte Primary Educational PD Pack	Simple games, or those with very easy levels. Even the youngest will be able to use some of these	
Hobbyte 3D Easy Children's Games Pack		

SERIOUS USER'S PACK

Interested in music, programming and graphics? Then this pack is for you!

	WITH AMIGA £39	ALONE £49
Easy Amos	THE programming language. Wonderful manual is simple and entertaining - ideal for complete novices	
OR AMOS Professional	ADD £10 for this option	
Hobbyte AMOS PD Greats	97% AF rating - the second highest rating EVER given. Learn to professionally create your own games, utilities. Loads of sample programs included Dozens of utilities, Protracker music modules, example programmes that no AMOS programmer would be without.	
Deluxe Paint III, plus 700 Clip Art pics	Create your own designs to incorporate into your AMOS programs	
MIDI Recording Studio & MIDI Interface	If you have a MIDI instrument, this is everything you need to compose and edit your music	
OR AmigaVision	Powerful presentation and production tool	

STARTER PACK

A must for new users! All you need in one value pack

	WITH AMIGA £15	ALONE £25
10 blank discs	Make working copies of Workbench and other original applications discs as soon as you get them	
Virus Killer	Check discs regularly, especially if sharing with friends	
Mouse mat	Helps prevent dirt/dust collecting on mouse contacts	
Plus Microswitched Joystick, 80 cap. lockable disc box, Dust Cover		

HOT BUG GAMES PACK

The top-selling Hobbyte Hot Lot pack now includes the ultimate joystick!!!

	WITH AMIGA £44	ALONE £59
"THE BUG"	The only joystick ever to be given a Gold rating 92% AF, positive single-handed action, small and lovely!	
10 "Hot List" Games The GREATEST!	See listing to the right for current HOT LIST, or phone for latest changes. Children's games available	
80 Prog. Hobbyte PD Greats Pack II 10 blank discs, mouse mat, 80 capacity lockable disc box, plus dust cover	Includes top games like Battlescars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and shoot-em-ups. Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every Amiga owner!	

HOME APPLICATION PACK

Perfect for all Home Office needs

	SPECIAL WITH AMIGA £29	ALONE £49
Virus Killer Disk	WP with UK spell chck, Thesaurus, spreadsheet, 'Sideways' utility, database, graphics + comms module	
80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'	Keep track of credit card and bank accounts, budgets, etc	
The Works Platinum Deluxe Paint III with animation + 700 Clip Art pics		
Digital Home Accounts		
Any Two Hot List Titles		

STOP PRESS! Desktop Dynamite AGA pack (see 1200 box) £69 with Amiga £79 alone

THE HOT LIST

GREAT individually packaged games, BETTER THAN THE REST!!

- (previous RRP's up to £39.99 each)
ANY 10 £29.99
Or see packs across
- Thunderbirds (7 yrs+) £
 - F1 Grand Prix - 92% AF
 - Silly Putty - 90% + lots of maps
 - Elf/Tokyo/Puzzle (counts as 2) £
 - Paperboy II £
 - Hunt for Red October
 - Colossus Chess £
 - Challenge Golf
 - Battleships classic board game
 - Graeme Souness Soccer
 - Neighbours
 - Frankenstein £
 - Captain Planet
 - Silkworm Helicopter 93% CU
 - Edd the Duck £
 - Stock Up £
 - Leamings 92% AF
 - Round the Bend £
 - Continental Circus - 8 race circuits
 - 92% AAA!!
 - World Cricket
 - Bart Simpson
 - Spiderman/Capt America £
 - Ice Hockey
 - Xenon - C+VG Game of the Month
 - Blade Warrior - A Power, AF, Action
 - superb reviews
 - Toobin Rapid riding
 - AWARD WINNERS
 - Space Ace, Kick Off, Pipemania, Populous (counts as 2)

* PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP)
© NOT A1200 COMPATIBLE
TITLES MAY VARY

*DPHII needs 2MB for animation on HD models.

MANGA EXPLODES ONTO THE BIG SCREEN

Nationality...Unknown
Age.....Unknown
Name.....Unknown
Codename.....GOLGO 13



18

The Professional

G O L G O 13

A Manga Entertainment Presentation

THE LEGENDARY COMIC BOOK ASSASSIN AT A CINEMA NEAR YOU FROM NOVEMBER 26th

Friday 26 November:
BIRMINGHAM ODEON
Saturday 27 November:
BIRMINGHAM ODEON
COVENTRY ODEON
BRISTOL ODEON
STOKE ODEON
CARDIFF ODEON

Friday 3 December:
WIMBLEDON ODEON
Saturday 4 December:
WIMBLEDON ODEON
HOLLOWAY ODEON
MUSWELL HILL ODEON
ROMFORD ODEON
PORTSMOUTH ODEON

Friday 10 December:
LEICESTER ODEON
Saturday 11 December:
LEICESTER ODEON
LEEDS ODEON
NOTTINGHAM ODEON
MANCHESTER ODEON
SHEFFIELD ODEON

Saturday 18 December:
GLASGOW ODEON
EDINBURGH ODEON
DUNDEE ODEON
NEWCASTLE ODEON
LIVERPOOL ODEON

All screenings are late-night performances. All dates and cinemas are subject to change. Check local press for details.

THE AMIGA GAMES scene is dying. Like the Vic-20, the Sinclair Spectrum and the Atari STs did before it. But those machines all died out because they were made obsolete by newer and better machines like the Amiga. Users abandoned those machines in droves for the chance of owning a spanking new A500. The Amiga, on the other hand, is still the world's most powerful and flexible home computer. The Amiga isn't losing users to a new super-machine – in fact the newest super-machine is an Amiga, the A1200.

No. The Amiga games scene is dying because some Amiga owners are too selfish, and too stupid, to do anything about it. The Amiga games scene is dying because piracy is so rife that software companies can't sell enough copies of most games to make them pay. Companies are abandoning the Amiga in favour of the consoles because while cartridge piracy exists, it is infinitesimal when compared to piracy on the Amiga. The average Amiga game sells around 8,000 copies. There are over 1,500,000 Amigas in the UK alone. This means your average game manages to sell to a mere half of one per cent of all owners.

Pirates have long attempted to justify their actions by claiming that games are too expensive. This may be true, but there is no chance of prices dropping while games are selling in such low quantities. The fact that budget re-releases of games are pirated just as frequently as full-price product makes a mockery of this defence.

Pirates often claim that most games aren't any good. But if a game is no good, why pirate copy it? And the standard of Amiga games is as high or higher than that of the consoles – how many times do you spot the words 'a conversion of an Amiga game' in console mags? Many of the best and most original games came from the Amiga. Sure, some games are crap, but a quick flick through a reputable mag like *Amiga Format's* review pages will prevent anyone wasting money on a dog.

Some pirates claim that they can't afford games. This may be true, but if you can't afford the petrol, you can't drive the car. Tough... but true! If you can't afford the software, you should make do with what you have, or use the PD, or magazine Coverdisk demos, or the local library, or swap with your mates – the options are endless, but for many theft is the easiest one.

Now, we here at *Amiga Format* are writing this feature to get one simple message through to all you Amiga users. If you use copied games you will be responsible for the death of the Amiga games scene. There will be no new games for the Amiga by mid 1995. Now that may sound a long way off, but it will come around sooner than you think, and then that £300 worth of cheese coloured 32-bit wedge will be just so much junk. We don't want the Amiga to die, and we're damn sure you don't either. So think as you tuck in to your Christmas dinner, those cheap games could work out to be very, very expensive indeed.

If you buy and use illegal software you are contributing to the downfall of the Amiga industry.



PIRACY:

The kiss of Death

"It's killing the industry" – so say all those who suffer from it and those who try to prevent it. But the pirates who actually break the law have their point of view too. Over the next four pages we let them all have their say...

JOHN LOADER – LEADING INVESTIGATOR FOR FAST

More than 50,000 illegal disks have been seized by FAST (Federation Against Software Theft) investigators in the past year. They have at least one new case of piracy every week and following a new prosecution initiative funded by ELSPA, they are now awaiting trial on 10 cases. We talked to leading investigator John Loader, who described how FAST came about.

"It was set up in 1984 as a result of the computer industry lobbying parliament to get the law changed. The software industry pushed for the law to include software, the government said OK, but you'll have to set up your own watchdog to keep tabs on it. So FAST was founded in the shape of one man – Bob Hay. The new Copyright Act of '88 actually made it a criminal offence to copy disks."



Leading investigator John Loader uses his 30 year's experience in the MET to help FAST catch crooks.

onment, others can be dealt with in a magistrate's court where it carries a six month maximum sentence. But in practice, it doesn't happen often. The alternative is a £5,000 fine and/or six months imprisonment in lower courts, or £5,000 with two years in Crown Court.

Q: What do you feel about the way the law stands at the moment?

JL: The punishments provided are adequate, I'd just like to see them deeper ranging. At the magistrates' court, although they can punish over six months, it is seldom used. But one of the things we try to do is make courts aware of what a problem it is to the software industry... the Amiga is suffering very badly from piracy. You've only got to look at the number of games released last year against the new games that are released this year.

Q: What sort of sentences does it carry?

JL: For some offences you can get two years' imprisonment.

Continued overleaf

JOHN LOADER - LEADING INVESTIGATOR FOR FAST

Q: Do people inform you of pirates?

JL: We get complaints by telephone from all sorts of people - those who've bought pirated software and have just realised what they've done is illegal because they've seen the prices in the shops. You've got shopkeepers who see these stalls active, in action, and it's ruining their business. And you get everybody in between really.

Q: What's the next step?

JL: We used to direct those complaints to the Police or Trading Standards officers, but Trading Standards would say they couldn't do anything about it because they didn't have the resources. The Police would say they've got burglars to catch so they don't think it's serious enough for us. Last year Roger Bennett went to the ELSPA council and said we need to do it ourselves or we'll do it through FAST, but we've got to do something.

Q: So what happens now?

JL: I'm running a team of six investigators all over the country. They channel their actions back to me. I get big sacks of disks and notes as to how they got them and comments made by the pirate - all the facts of the case. I put them together, type out the summonses and send them off to their local magistrates court. They issue the summons and sign it and the guy has to go to court and answer the charge. Then I come along and present the facts. In such a case where he might say he's going to plead not guilty, he's going to deny the offence, I'd employ a local solicitor to handle the case for me.

Q: When do the Police get involved?

JL: The only time is when I need an officer to come with me, say to a market stall, mainly to prevent a breach of the peace. The presence of the uniform gives it the credence that he's being dealt with properly.

Q: Does FAST deal with serious software as well?

JL: You can subdivide it. Of course, there's a lot of spill-over because, for example, a guy might be selling PC disks and he'll always sell both business and games. Basically I deal with software for the Amiga, Sega and then a lot of the console stuff.

Q: What's the percentage of pirated to legal software?

JL: It's impossible to assess... It's a very large ratio, illegal to legal. You've just got to look around our office: there's 2,200 disks in that pile that we picked up in Camden Market two Sundays ago. One of my investigators was recognised and the bloke legged it abandoning all those disks. How many thousands of disks has he got elsewhere? In that bundle, there

were 18 or 20 copies of *Space Hulk*, *Hired Guns*, *Prime Mover*, all the latest stuff which has only been out for a week or so.

Q: Are most pirates amateurs, or professionals?

JL: When you go right across the scene, you've got to start from the Bulletin Boards and the cracking teams. They do it for kicks. Then you get guys who are on the boards - they're on to get the software they want. They get the stuff off the boards or from modem-trading and they amass the software. They seem to go across into the market stall area where you get guys who are dealing with the modem traders - usually mail-ordering and the market stall guys are getting it from the modem-traders.

When it comes to the market stall traders, you're talking about people who're purely in it for the money. They're not the slightest bit interested in Amiga software - last year they were probably selling videos. There is a lot of money in it - there are some very heavy people involved in it now.

They're actually cartels, operating at a number of car boots at the same time. Look at the overheads - they've got 25-50p per disk and sell them for £1.50-£2 per disk. These guys are making £100,000 a week.



A huge pile of 2,200 disks, picked up from a market stall, lies on FAST's office floor. Among the disks were copies of games which had only been on sale for a week.

Q: Is it true that software houses and programmers are leaking the stuff to the pirates?

JL: There is more than a little truth to those sort of suggestions. That's all I can say.

Q: What about CD piracy?

JL: The latest I'm hearing about is a guy's selling a complete range of Nintendo software on one CD. It costs £620. You're talking about 600Mb of info. How many has he got to sell before he recoups the £3,000 for the CD presser? So he buys a CD manufacturing machine, makes the CDs, sells 500 and he's made more than his money back.

CD will be a problem, yes, because though you can't do it cheaply now, the technology will overtake it and no matter what you do, someone will find a way round it.

Q: Do you think if software was cheaper there would be less piracy?

JL: I don't know. Budget titles are still cracked. Budget titles are only £8-10 aren't they? And you get just as many cracked disks for the budget titles.

Q: What about games that cost up to £70?

JL: Well you could apply that argument, but I would counter that by saying Jaguar motor cars are a lot of money, but I don't go out and nick one I make do with a Nissan. If you can't afford it, you can't afford it, that's what life's all about.

CASES FAST HAS SOLVED

- High Street dealer in Wales selling copied games to customers, four month suspended prison sentence and £1,000 fine.
- Youth in Cleveland selling copies by mail order, fined £250.
- Young man in Liverpool dealing copies from home lost 3,500 disks and fined £200.
- Employed Sussex man dealing in disks from home in spare time fined £650 at Crown Court, lost 2,500 disks and his computers.
- Swindon man selling at car boot sales, 80 hours community service, paid £250 at Crown Court

and lost his stock of disks.

- Man in York fined £320 plus £200 costs, lost all his disks, for car boot sales of Amiga games.
- Essex man selling at car boots fined £480, £75 costs, lost all his disks, plus Amiga 2000 and 1.2GigaByte hard drive which contained compressed files for every major Amiga program ever issued.
- Pirate BBS case is due for hearing before end of the year. This will be followed by more in the first months of 1994. Bulletin Boards will be the main target areas next year.

KEV BULMER

MD, Dimension Creative Designs.
Responsible for *Legends of Valour* and *Resolution 101*.

We don't make much profit, but we do enjoy doing what we do. If Amiga piracy continues, then it's up to the publishers who advance us development money against potential sales if they want us to develop for the Amiga.

Software publishers at the moment are not interested in developing for the Amiga, the CD³² yes, but not the Amiga.

People who pirate will suffer in the long run. They might have 200 games to play with this month, but in six months all of the big software houses will have pulled out and they'll be left with nothing.

DINO DINI

A firm footy fan, Dino has produced *Kick Off 2* and *Goal*.

I work for a living, not to provide entertainment for free. If the level of Amiga piracy stays the same, I will continue to support it, but only because I can also produce other formats as well. On its own, it wouldn't be worth it. *Goal!* is probably the last game I will develop on the Amiga first.

Pirates should see that there aren't as many new games coming out as there used to be. It's time to grow up and buy games. If they carry on like this, they can look forward to a future where the only software they can get for their Amiga is in the Public Domain.

Piracy is theft and is done by rather sad, juvenile misfits. It has no excuse. It will ultimately mean that the quality of Amiga software will decline. If pirates want good games, if they want the Amiga to survive, it's up to them.

ANDY BRAYBROOK

Programmer,

Craftgold

Andy has

worked on *Fire*

and *Ice and Uridium 2*.



The more piracy there is, the less able we are to develop new games. But the Amiga platform is moving on to be less piratable. With CD³² and the CD add-on for the A1200 there's going to be less piracy... The arrival of CD³² actually means we're going to stay in the market a lot longer than we would have done.

Software pirates only realise how much damage they're doing when it affects them personally. We get people who come into the office who suddenly realise how much what they're doing affects what we do for the Amiga.



Bullfrog's Peter Molyneux has a strong message for pirates.

MD, Bullfrog.
Bullfrog have produced
great games like
Populous and *Syndicate*.

Piracy on the Amiga is a serious threat and to my mind the pirates have won. We didn't put copy protection on *Syndicate* - there's no point putting protection on games, because they only get hacked within a couple of days.

Here's a message for Amiga pirates: congratulations, you have now won over on the hacking side, and you have shown us how much better you are than us developers. Well done for making the Amiga a secondary marketplace behind the PC - we always used to develop first and foremost for the Amiga, but too much piracy means this is no longer the case.

SMALL AD DEALER

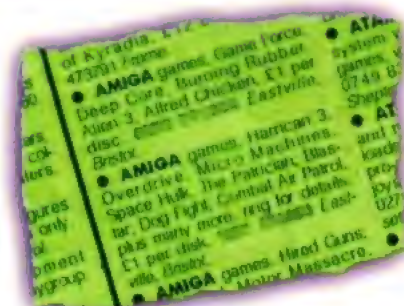
An ad in a local newspaper offered all the latest game releases for sale at £1 each. So we contacted the number in the ad to find out exactly what the seller was up to. We told him we were from *Amiga Format*, he agreed to talk to us. He said he worked for MicroProse and, as member of staff, that he could buy the games at a discount.

However, he also said: "I've got everything for sale on the market - all the latest releases. I can't go through 2,000 games with you really."

"My games aren't pirated - they're original stuff. They're not for sale at £1 each, they're £10. I know a lot of pirates. Everyone who's got an Amiga I reckon has got copied stuff, but obviously I'm against it because I work for MicroProse. Everybody who works for MicroProse is allowed a specific number of games a year and you can do what you like with them really. You hold your allowance for a certain amount of time and you can get a bulk order."

"I don't want you to contact MicroProse. They don't set any rules about what you're meant to do with the stuff, but it is a bit iffy."

When we contacted MicroProse, they said that although they were aware that staff receive free copies of some games, they do not have a staff discount scheme and were shocked by what this man was doing.



The latest Amiga games on sale for £1 a disk! But is it all above-board?

DETECTIVE SERGEANT STEVE LITTLER, COMPUTER CRIME UNIT, NEW SCOTLAND YARD

Q: What's the police's attitude in general towards software piracy?

SL: It's something that's left to a certain extent to FAST. They do a lot of the investigation and call upon our assistance when they need it. It's not an act that many policemen have to deal with. If you think of all the acts on the statute book, unless you know specifically where to go to, I could see the problems that would arise.

Q: What if saw someone selling illegal software at a market, would you make an arrest or would you pass the info on to FAST?

SL: Not directly, because obviously we'd want to know a bit more about it and we would probably let FAST know something about that.

Q: Is there a procedure the Police go through with FAST?

SL: Because of where we are (Scotland Yard) we deal with them quite a lot, so we tell them the information and then they deal with it. FAST have the knowledge that we could never gain, because we can't get any expertise in individual operating systems that they can, because we haven't got the resources, the manpower and generally things like that.

Q: What sort of cases have you dealt with?

SL: The ones that we've had and assisted them with are Bulletin Boards.

Q: Do you think the police take piracy seriously enough?

SL: Any crime is a crime, isn't it? I would say that very few people come to us complaining of software piracy or theft.



A SPECIAL CASE

Police officer Sergeant Mick Pearson, from Dudley, is one of those rare officers with the specialist knowledge required to recognise and deal with piracy. Sgt Pearson has an A1200, having upgraded from an A500 this year.

When he went to buy some Amiga games from a man who advertised in his local paper, he suspected him of dealing in copied software. After further investigations, Sgt Pearson pursued the case and his investigation resulted in an arrest. The case went to court, the magistrate gave the man a conditional discharge and ordered that he should pay the court costs, that all the disks should be confiscated and that his A1200 should be given to FAST to further their progress in fighting piracy.

ROGER BENNETT, GEN SECRETARY, ELSPA

"Piracy," he says, "is a major source of loss of revenue for legitimate publishers - somewhere between £50 to £70 million loss in the UK alone."

Q: What can be done to stop it?

RB: Hopefully, the new technology will stop it. Although whenever there's new technology someone will always find a way of cracking it, but it might be a lot easier to protect. At the moment ELSPA (European Leisure Software Publisher's Association) are investing very heavily in investigating software piracy in every possible area.

Q: What measures do you think they could take to tighten up on piracy?

RB: They must be wary of leaving review copies anywhere, in any circumstances. At the ECTS a software publisher left his stand for two minutes and within three days it was on sale in Europe. Security is the name of the game as far as software houses are concerned. I know there are problems in some software houses, and they have to get to grips with it. There's now little they seem prepared to do in terms of protection, at least on the disk. Manual protection, at least, is still the most effective means.

Q: How do you think CD is going to effect piracy?

RB: It costs quite a lot of money to buy a machine to duplicate a CD, in which case it's easier to isolate those machines if anyone is actually duplicating on it.

Q: What do you think of the news that *Frontier: Elite 2* has been released on a Bulletin Board?

RB: It's clear that as soon as games are released they're cracked and put on Bulletin Boards for distribution the same day. The Home Office Committee are investigating computer pornography and offensive material transmission by Bulletin Board shortly.

Q: Is the situation with the Amiga the worst?

RB: Yes, because a lot of product is easily piratable - back-up devices are available widely and legally - and on a single disk. PC product is multi-disk which makes it more difficult and it's manually protected as well.

Q: What would you say to someone who's pirating software, or using pirated software?

RB: There's always the risk if you've got a hard drive you could easily corrupt what you've got on it by using pirated software. Those who buy counterfeit software are likely to find that they won't have any software to pirate in the long term - the Amiga market has been substantially reduced as a result of piracy.

MARTYN BROWN Director and project manager, Team 17

Team 17 have an exceptional reputation for quality software - such as *Body Blows*, *Alien Breed* and *Project X* - often at very competitive prices. Because the main arguments of users of copied software are that games are too expensive, or too crap to warrant paying for, we thought Martyn Brown would have a more encouraging tale to tell. Not so...

"Price doesn't make a difference - the cheaper games are copied just as much. Our prime concern isn't for how much money we're making, we have to make a profit but I'm not bothered about getting mega-rich. I love the job."

"We're bothered about the future of the Amiga. There will be no games in the future if piracy continues. But people don't see what they are doing as an individual is affecting the industry. They just think 'well, it's just one copy. It can't do any harm'. But it does."

Ladies and Gentlemen... A real life pirate!

In the course of our investigations for this feature we came across a dot matrix printout that included a comprehensive list of Amiga games for sale for £2.50 for the first disk, and £1 for subsequent ones. We contacted the seller, who turned out to be an affable and intelligent man in his early twenties. He agreed to the following interview...

Q: How long have you been involved with software piracy?
About three months now.

Q: How did you get involved?
A mate of mine, he's a real entrepreneur, said to me that he could get the games, and did I want to sell them. I look after my sick father, I'd just finished my degree, and my mate knew I needed to make some extra money. He knew someone in one of the large piracy organisations, and they'd stopped dealing in software, so he got me all the letters and I replied to them.

Q: So did you have, or do you now have, any interest in computer games?
I'm not very interested in computer games at all, I used to be. I had a Spectrum, C64 and an Amiga.

But my interest sort of died.

Q: How do you get the software?
My mate, he's got a modem, he downloads the games.

Q: So you don't have your own modem at home?
No, I don't have any gear at my house. I have a PO box, but that's registered at someone else's house, and the Amiga isn't there.

Q: These precautions are for fear of prosecution?
Not prosecution, no. You see in Scotland [where this man is from] the Prosecutor Fiscal has declared that it isn't in the public interest to prosecute software pirates. But the police can come round and confiscate all your gear.



This software pirate makes a living from what he does. He has no interest in computers, let alone the Amiga, so if the market dies, he'll move on to another machine.

Q: Does it ever strike you that piracy is wrong at all?
Yes, I consider myself very honest. I know piracy is wrong, but if I wasn't doing it, someone else would be in my place. I've got to make my money somewhere, I can't get a job. I'd rather not do it, I don't make a lot of money out of it.

I deliberately don't make a lot of money out of it. I don't want FAST on me. I don't think FAST are going to touch me, they've got plenty of other people to do.

Q: How do you go about getting your custom?
I advertise in the local paper. We're advertising on cracked games now as well.

Q: Aren't you concerned that piracy will kill the games industry? In the end it will result in you having nothing to sell.
In my experience, pirates really don't care. There's always something else to copy. Cartridge piracy is increasing, Compact Disc copiers are only a few thousand pounds. No one cares whether it's the Amiga or any another machine.

The BIGGER Picture

We'd like to put a stop to the speculation and get a clearer picture of the extent of Amiga piracy. So we're asking the biggest network of Amiga users in the world, *Amiga Format* readers, to give us the low down. This will be in complete secrecy, we don't want to know your name and address. Just answer these questions...

1. Have you ever owned a piece of pirated Amiga games software?

Yes - go to question 2
No - go to question 10

2. How many pirated games do you have?

3. How did you get them?

Car boot sale Mail order
From a friend From a Bulletin Board
Other, please specify:

4. Do you still have any pirated Amiga games software?

Yes No

5. Why do you use/buy pirated software?

Games are too crap
Games are too expensive
I am an habitual criminal
Other, please specify:

6. What do you consider would be a fair price for an Amiga game?

£30	£25	£20
£15	£10	£5

7. Do you intend to continue practising piracy, even though it could mean the end of the Amiga?

Yes No

8. Are you...

A student
Unemployed
Working
Other, please specify:

9. How much (on average) do you pay per disk for pirated software? Now go to number 11.

10. Congratulations, you are an honest responsible Amiga user who shouldn't have to put up with inflated software prices because of all those selfish, stupid, conceited people who use pirated games.

11. Now send this questionnaire to:
**The Great Piracy Survey,
Amiga Format,
30 Monmouth Street, Bath
Avon BA1 2BW.**

DAVID BRABEN

Greats such as *Elite* and *Frontier Elite 2* come from the Braben brain.

Piracy means that I may not be supporting the Amiga in the future. I've always liked the Amiga as a machine. The hacking isn't a problem, it's the people who sell the games on the streets who're doing the real damage.

So where do we go from here?

So there you have it, the view of piracy from those who really know. The games developers who will be forced to abandon the Amiga if it continues, the men who dedicate their lives to combating it, and the people who actually do it.

The impressive thing here is that everyone cares about the future of the Amiga. Except, of course, for the guys who are actually selling pirated software - they just want your cash.

The Amiga has more enthusiastic and dedicated bunch of users than any computer. This is you I'm talking to. The machine keeps getting better and better, as does the software, the customer support, (the magazine?). But it could all be brought down by a bunch of no good thieves who, in some cases are making more money than legitimate software shops.

FAST are doing their best, but only one group of people can really stop Amiga piracy, and save the Amiga from certain death. You!

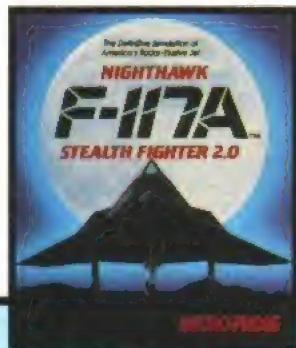
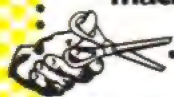
Spread the message, save the machine.



USE YOUR HEAD THIS CHRISTMAS!



well...you asked
for it but are you
gonna get it?
just cut out the pic,
make sure your
nearest and dearest
brings it to us. They part
with the money,
you slam it in the
machine - doddle!



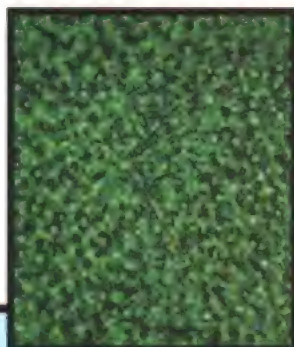
F-117 A



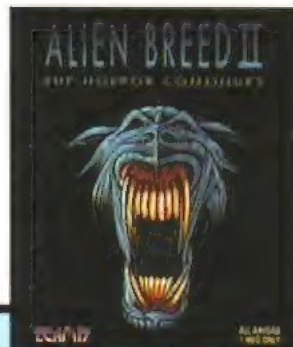
Body Blows
Galactic



Zool 2



Cannon Fodder



Alien Breed 2

BE A HOT SHOT...

with
amiga
games

offers
also apply at
virgin megastores

FREE

COMPUTER AND VIDEO
GAMES OR MONEY OFF!
WHEN YOU COLLECT
VIRGIN STAMPS

PICK UP A LEAFLET INSTORE FOR DETAILS



ahead of the game

GAMES CENTRES

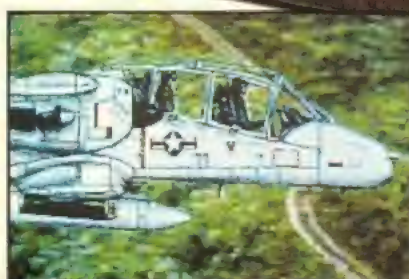
50 YEARS OF GLOBAL CONFLICT

Campaign II heralds a new generation of War Simulations

Campaign II heralds a new generation of War Simulations with more depth than ever before and fabulous real-time 3D action.

The depth to Campaign II is provided by the all new strategy. Expert Military consultant, Wilf Owen, from recent conflicts has brought his knowledge to bear on computer gaming with an end result that looks and feels more realistic than ever before. All aspects involved in the running of an army have been considered, so that now you can place yourself in command of either side, at any level in the chain of command. Over 130 templates of the most significant military forces from 56 different nations of the last 50 years have been included to gain an insight into real conflicts such as Korea, Vietnam and Operation Desert Storm.

The action takes the form of fast 3D graphics if you choose to enter the battlefield in one of the 152 types of military vehicles. APCs and Mobile Artillery, utilise weapons ranging from wire-guided missiles, rockets, homing missiles, and machine-guns supported by laser rangefinders to tracer range-finders, night vision, and gun stabilizers.



- Campaign II has emerged as the most comprehensive simulation with new improved strategy, at any level in the Chain of Command (C.o.C.), closely resembling that of a real military situation.
- Hands-on action as you fly helicopters in air-to-ground or air-to-air attacks.
- Deploy the animated infantry during fierce battlefield action in a new improved 3D environment.
- Featuring all the modern weapons systems: guided missiles, rockets, homing missiles, laser rangefinders, gun stabilizers and night sights.

empire
SOFTWARE

CAMPAIGN WAS BIG — CAMPAIGN WAS GOOD
CAMPAIGN II IS BIGGER, BETTER AND QUITE SIMPLY
THE MILITARY SIMULATION OF THE YEAR!

SCREEN PLAY

In this issue...

First Impressions of new titles	p50
8-Bit Feature	p54
Uridium	p56
Second Samurai	p60
Oscar	p64
Blastar	p68
Dogfight	p70
Overdrive	p72
Bob's Bad Day	p78
QWAK	p84
Donk	p88
Premier Manager II	p91
Combat Air Patrol	p92
Diggers AGA/Ishar	p95
Now that's what I call games	p96
D/Generation CD ³²	p96
Alfred Chicken	p98
Air Force Commander	p99
Brutal Sports	p100
Wiz 'n' Liz	p101
Budgets	p105

Secret of Monkey Island	
Crystal Kingdom Dizzy	
Thomas the Tank Engine	
Gamebusters	p111
(with tips for all the current top-sellers)	

It's full of
Eastern
promise

SECOND SAMURAI

Hack, slash and punch your way through a world packed with puzzles and pitfalls.

INTRODUCING OUR PANEL OF EXPERT GAME REVIEWERS...

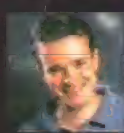
MARCUS DYSON



Now that he's been asked to DJ at a Bath

club, 'The Boss' has been ferreting through his collection of noisy American guitar tunes and has issued a decree stating that he is to be addressed as MC Dr Dee and not Sir as we used to have to call him.

ROB MEAD



It's been a month now since Rob made

the big step up from *ST Format*. Now he's revelling in the travelling life of an jet-setting computer journalist. We've already sent him to Germany, the sweet shop and Coventry.

TIM SMITH



Tim's been moaning that he never gets his

picture printed, and now you can see why. After getting his head into *Premier Manager* Tim was heard confiding to his Teddy: "When I grow up I want to be manager of Bristol City... or was it Rovers?"

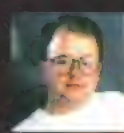
RICHARD JONES



Since the birth of his baby daughter

Caitlin, Richard's been taking an extra interest in the tone of games. "I'm glad they've changed the name to *Donk!*" he explained, "I hate to think of people sat around playing with their Dongs."

RICHARD BAGULEY



Tricky Dicky brought a 'friend' round to the office

earlier this afternoon, didn't bother to introduce her to anyone, and then "Popped off early". So the whole team are going to rush round to his flat later under the flimsiest of pretexts to erm... visit him.

STEPHEN BRADLEY



Bradley's abandoned the UK this month

for the States. When we asked him which part of the US he was visiting he became very vague. But he did leave the office humming Kirsty McColl songs and clasp- ing a copy of *The Witches of Eastwick*.

CHRISTMAS

The race to hit the top spot at close of play on December 24 is hotting up. Will you be Hiring a Gun, Trekking to the Stars, or just plain Cannon Fodder in this Mortal Kombat of the softies?

Last year, the small (but perfectly proportioned) platformmeister Zool topped the charts, and back in '91 it was *WWF Wrestlemania* – which was more Shirley Crabtree than Big Daddy. Other proud holders of the Yuletide top slot include *Powermonger* (1990) and *Batman* (1989). And we've lined up the likely contenders for 1993, so check out the form and take your pick from the biggest names in the business.

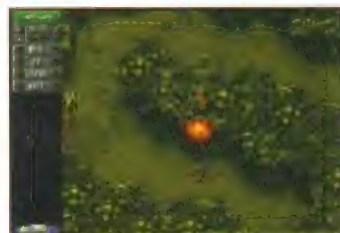
MORTAL KOMBAT, VIRGIN



Already number one if you believe the hype, this beat-em-up has already made a slight impression in the console market. Digitised figures set it apart from the rest but the competition is strong. Advertising power makes it a real contender.

Beat-em-ups are still the flavour of the month, so *Mortal Kombat* is looking good.

CANNON FODDER, VIRGIN



The Sensibles go to war in this 72-mission arcade extravaganza. Lead a band of five men through various terrains, littered with enemy traps. Already a firm favourite with the tabloids, *Cannon Fodder* should be up there with the best of them.

Reviewed this month and demoed on the Coverdisk, *CF* has much in its favour.

JURASSIC PARK, OCEAN



It's got dinosaurs and the right name. Need we say more?

Huge licence, bound to be a hit with all Amiga-owning dinosaurs, this could be the fairy on the tree. Still on at the piccies, this mixture of isometric 3D action and point of view perspective is where the smart money is going.

ZOOL 2, GREMLIN



Back in style and variable in sex, the new Zool has a proven pedigree to live up to.

A Gremlin brace? Last year Zool took the Christmas top spot, and now the young-fella-me-ninja alien from the Nth dimension returns in the hope of gaining successive crowns. This time, Zool's got a sidekick – a two-headed dog called Zoon – and you can also play a female character, Zool.

STAR TREK, INTERPLAY



Will the Trekkies come crawling out of the woodwork in their thousands to buy?

Enterprising space exploration game with episodic quests to complete has fan appeal, although how many will be exploring space with Kirk, Scotty, Spock and McCoy come Christmas remains to be seen.

HIRED GUNS, PSYGNOSIS



A massive score in the world's most influential games magazine should help...

Shooting straight into the charts at number two, *Hired Guns* is a futuristic, multi-player RPG. Glowing reviews and solid early sales make it a prime contender, but has it the bullets to jump that extra place up the chart?

PREMIER MANAGER 2, GREMLIN



The challenge of doing Graham Taylor's job worse than he does is immense.

Always wanted to be the gaffer? Guide the lads from Conference to Premiership. Top of the league and top of the charts? Created by Realms of Fantasy. Ahem.

SENSIBLE SOCCER 92/93, MINDSCAPE



A stirring performance from England could have made all the difference to sales.

Best seller of the year, and official brilliant footy game. Has it the legs to make another charge, one last kick to the tape? Write it off at your peril.

SKIDMARKS, VISION SOFTWARE



Causing a major stir when it appeared on AF51 Coverdisk, *Skidmarks* is a bash-about (new genre) racing game from Kiwi softies Vision. An outsider for the top spot, but 140,000 of you have got the demo and there's plenty who want to see more.

Cars and mayhem. Small sprites are in vogue, and multi-player fun always appeals.

OUR PANEL OF 'EXPERTS' – NOT THE SAME CLASS AS 'A QUESTION OF SPORT', THOUGH...

If you want to know the time, ask a policeman. If you want to get a reasonable guess at what will be number one in the charts at Christmas, ask the experts on Amiga Format. Either one will beat you up and arrest you...



MARCUS –
Zool 2



STEVE –
Mortal Kombat



ROB –
Jurassic Park



TIM SMITH –
Hired Guns



RICH –
Frontier



JULES –
Uridium 2



JONESY –
Cannon Fodder

CRACKERS

8:45

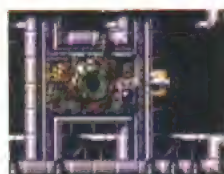
WHAT WILL BE XMAS NO. 1?

AND HERE'S THE LATEST BETTING (WOT WE JUST MADE UP)

THE RACE FOR THE TOP

1. Jurassic Park	3-1	13. Alien Breed II: The	
2. Mortal Kombat	4-1	Horror Continues	40-1
3. Cannon Fodder	9-2	14. Championship	
4. Frontier: Elite II	7-1	Manager '93	50-1
5. Zool 2	15-2	15. Skidmarks	66-1
6. Micro Machines	8-1	16. Xmas Lemmings	66-1
7. Second Samurai	10-1	17. Graham Taylor's	
8. Hired Guns	12-1	Soccer Challenge	100-1
9. Uridium 2	16-1	18. European	
10. Star Trek	20-1	Champions	100-1
11. Premier Manager 2	25-1	19. Seek and Destroy	200-1
12. The Settlers	33-1	20. Soccer Kid	500-1

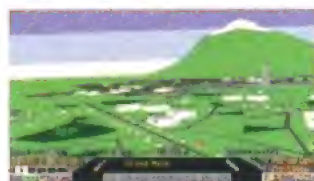
URIDIUM 2, RENEGADE



Fast, furious, and fun like no shoot-em-up has been in a long while.

Braybrook's baby scored a whopping 94% (AFS3). He killed pop music, but can he decimate the opposition? Gorgeous graphics, sensational game-play and an adrenaline rush that'll see you reach for the Gatorade, *Uridium 2* may be the kiss of death for East 17.

FRONTIER - ELITE 2, GAMETEK



David Braben has spent time getting it right and the punters are queuing up. Space-trading monster and sequel to the best-selling *Elite*. Straight in at No 1. In November, *Frontier* is selling like hot cakes. Whether the cakes will still be hot in December is another matter.

SECOND SAMURAI, PSYGNOSIS



Sam 2 has quite a following from the original.

Sword slash smasher from Vivid

with huge levels and more variety than Sainsbury's. One of the best of the year, but will it slice the yuletide opposition? Late entrance may be a hindrance.

SOCCER KID, KRYSALIS



Can the Soccer Kid keep it up all the way?

"The boy with the ball at his side," sang

Morrissey, and the Kid had us all dribbling with praise back in October. With more tricks up his shorts than Gazza, *Soccer Kid* is a worthy stocking filler.

MICRO MACHINES, CODEMASTERS



Arguments about who gets a drive are inevitable.

Stupid, idiotic, moronic, hysterical - that's what you become when you play *Micro*

Machines. The wackiest races yet and more fun than a week in Ibiza with Kylie (Jimmy Hill!), this'll have your Granny choking on her turkey.

SETTLERS, KOMPART UK



Fresh in this issue, this German number is a real beauty.

Enter the cutesy God game. Territory expansion is the name of the game, as you build castles and farms, but you do it in such a sweet way that the folk you're crushing could almost forgive you. *Settlers* looks fantastic, but will it jump off the shelves?

TOP 50 GAMES OF 1993

1. Sensible Soccer 92/93	Renegade	80%
2. Street Fighter 2	US Gold	87%
3. Premier Manager	Gremlin	87%
4. Desert Strike	Electronic Arts	87%
5. Body Blows	Team 17	87%
6. Lemmings 2	Psygnosis	FG94%
7. Championship Manager '93	Domark	82%
8. The Chaos Engine	Renegade	FG90%
9. Sleepwalker - Comic Relief	Ocean	FG91%
10. Flashback	US Gold	FG93%
11. Syndicate	Electronic Arts	FG91%
12. Gunship 2000	Microprose	FG94%
13. Goal!	Virgin	88%
14. Graham Gooch Cricket	Audiogenic	78%
15. Wing Commander	Origin/Mindscape	83%
16. Indiana Jones	US Gold	FG92%
17. B-17 Flying Fortress	MicroProse	FG91%
18. Zool	Gremlin	FG95%
19. Formula One Grand Prix	MicroProse	FG92%
20. Reach for the Skies	Virgin	FG90%
21. Nick Faldo's Golf	Grandslam	FG90%
22. Superfrog	Team 17	85%
23. Monkey Island 2	US Gold	FG95%
24. Civilization	MicroProse	FG94%
25. History Line 1914-1918	Blue Byte/Kompart	FG94%
26. Road Rash	Electronic Arts	84%
27. AV8B Harrier Assault	Domark	60%
28. Dune 2	Virgin	FG90%
29. A-Train	Ocean	84%
30. PGA Tour +	Electronic Arts	FG90%
31. Campaign	Empire	79%
32. Legends of Valour	US Gold	FG91%
33. John Madden Football	Electronic Arts	FG94%
34. Graham Taylor Soccer	Krisalis	82%
35. Jimmy White's Snooker	Virgin	FG91%
36. Lotus 3: Ultimate Challenge	Gremlin	76%
37. WWF European Rampage	Ocean	18%
38. Sim Earth	Ocean	79%
39. Space Legends	Empire	FG91%
40. Rome AD92	Millennium	77%
41. Pinball Fantasies	21st Century Ent	FG90%
42. Archer Maclean's Pool	Virgin	89%
43. Combat Classics	Empire	88%
44. Putty	System 3	FG95%
45. N Mansell's World Champ	Gremlin	55%
46. Scrabble	US Gold	84%
47. Fire and Ice	Renegade	89%
48. Sports Masters	Empire	90%
49. Humans	Mirage	72%
50. Chuck Rock 2	Core Design	81%

"THE BEST GOD GAME JUST GOT BETTER"

Exactly how many awards will it take before you own a copy of Sid Meier's Civilization?



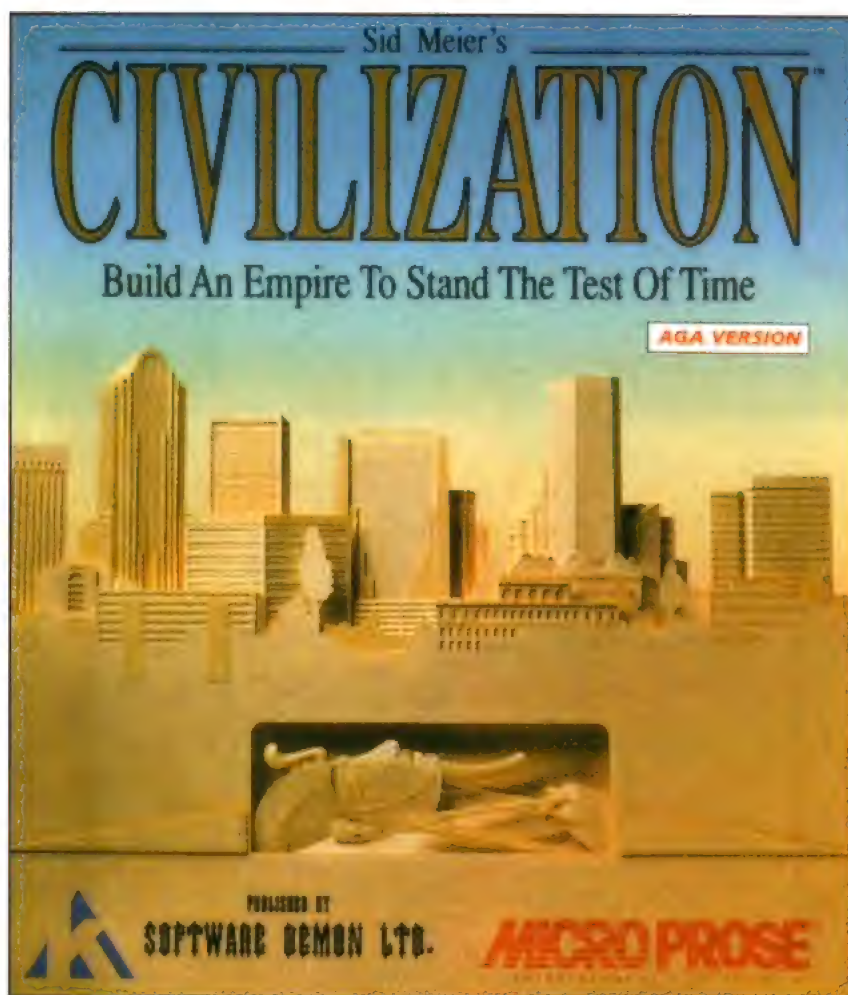
**SEPT
1993**

Winner!

**Best Consumer
Product 1991**

Winner!

**Best Strategy
Program 1991**



**OCT
1993**



Winner!

**Best Entertainment
Program 1991**

Winner!

**Most Original
Game 1991**

**NEW AGA VERSION AVAILABLE NOW
FROM ALL AMIGA STOCKISTS**

Published by Software Demon

UPGRADES AVAILABLE

For trade enquiries contact Kompart (UK) Ltd on:



0727 868 005



Best-Selling Amiga Titles at Amazing Prices.

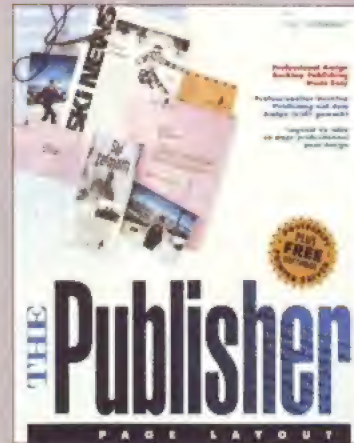
KindWords3

An essential requirement for the office and your home! The friendliest word processor you'll ever use. Simple enough to have you working in minutes and yet sophisticated enough to provide all the features you need for your resumés, reports, correspondence and all your writing projects. Page layout, mailing list merge and a variety of other up-to-date functions make KindWords the right choice for users of all ages.



This tremendously powerful desktop publishing program offers unrivaled output, ultra-fast operation and a wide variety of superb special effects you

THE Publisher



never imagined using. This publishing system lets you design and create professional-looking documentation efficiently and effortlessly. Now you can create the perfect page layouts for your leaflets, ads, newsletters or novels, with infinite ease!

The Lost TREASURES of Infocom

Round out your computer game library with a fortune of interactive mystery, fantasy and science fiction adventures you'll be sure to treasure in one value-packed collector's edition! Enjoy spine-tingling suspense and brain-teasing puzzles in such big-name games as *Zork*, *Planetfall* and *Deadline*. Dare to solve murdercases, discover lost pyramids, break mysterious curses, and rendezvous with alien vessels in your favorite Infocom adventures!



MaxiPlan4

This acclaimed spreadsheet, database and charting program lets you take control of all your number and data tasks! Tackle financial analysis, database lists and marketing research with the accuracy and speed your projects require. Organize, calculate and present your data clearly and graphically with colorful charts all in one multi-use program. Save time and energy by automating repetitive or tedious tasks with our simple macros command and more!

Now you can get four of the all-time best-selling Amiga programs for amazingly lower prices.
For more information please call (0295 252524)

KindWords 3
NOW ONLY £29⁹⁹

The Publisher
NOW ONLY £29⁹⁹

The Lost
TREASURES of Infocom
NOW ONLY £29⁹⁹

MaxiPlan 4
NOW ONLY £29⁹⁹

Strap yourself in and prepare for lift-off with more on the hottest titles of the Christmas period, as Rob Mead negotiates another tricky trek through the kaleidoscopic world of new Amiga games.



Shoot-em-up *Stardust* from Finland via Daze involves shooting meteors. It uses ray-traced graphics and is out now at £16.99.



Psychosis' movie licence *Dracula* is an adventure platform game in the style of the classic *Impossible Mission*. Out right now at £29.99.

COMING AT

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

DECEMBER

Alfred Chicken CD ³²	Mindscape	More bad yolks than a <i>Dizzy</i> compilation
Bubble 'n' Stix	Core Design	Truck driver meets and falls in love with stick
Chaos Engine CD ³²	Renegade	Mudpools and monsters lust for your blood
Darkmere	Core Design	Mediaeval RPG from the makers of <i>Wonder Dog</i>
Dennis	Ocean	Mischievous platform version of the film
Dennis & Gnasher	Alternative	Walter the Wimp meets his match at last
F17 Challenge CD ³²	Team 17	Formula One racer with attitude
Fatman: Caped Consumer	Kompart	Rotund superhero gets his comeuppance
Humans 1 & 2 CD ³²	Gametek	Two Jurassic platformers for the price of one
Humans AGA	Gametek	Enhanced version for A1200/A4000 owners
K240: Utopia 2	Gremlin	More god-gaming adventures in space
Liberation: Captive 2 CD ³²	Mindscape	CD-only sequel to classic cyberpunk RPG
Microcosm CD ³²	Psychosis	Gets in touch with your inner self, literally
Monopoly	Supervision	Loadsamoney board game gets Amiga treatment
Qwak CD ³²	Team 17	Refreshing cutesy platformer goes 32-bit
Second Samurai	Psychosis	Format Gold rated sequel to <i>Mex Dinc's</i> classic
Simon the Sorcerer A1200	Adventure Soft	<i>Monkey Island</i> style graphic adventure
Speedball	US Gold/Kixx	Grisly death ice-hockey style
Street Fighter 2	US Gold/Kixx	92's Xmas stocking-filler gets budget release
Uridium 2 CD ³²	Renegade	Braybrook's astonishing shoot-em-up
Winter Olympics	US Gold	Skating, skiing, you name it, this has got it
Zool 2 AGA	Gremlin	Zool goes platforming with Zoon and Zoot - ace!

JANUARY

Battletoads	Mindscape	Ribbeting beat-'em-up with warty heroes
Bubble 'n' Squeak A1200, CD ³²	Audiogenic	Help Bubble defeat the evil Cat O'Nine Tails
Cartoon Racer	Grandslam	Wacky <i>Races</i> -style racing game
Cliffhanger	Psychosis	Stallone? Your mother wants you
Cybercon 3	US Gold/Kixx	Futuristic 3D adventure now on budget
Cyberpace	Empire	More cyberpunk fun in overhead adventure
Darkstone	Core Design	Isometric role-playing game
Elfmania	Renegade	Kombat-thrashing beat-'em-up from Finland
Exile A1200, CD ³²	Audiogenic	Enhanced version of last year's arcade adventure
Last Action Hero	Psychosis	Is Amie taking the mickey, or what?
Man United Premier League	Krisalis	Footy frolics with the lads from Old Trafford
Mr Nutz	Ocean	What's got a hazelnut in every bite?
Police Quest 1	US Gold/Kixx	Breathe new life into it old graphic adventures
Quest for Glory 1	US Gold/Kixx	Old Sierra RPG gets relabelled and reissued
RAC Rally	Europress Software	Digitised version of the RAC Rally
Reunion	Grandslam	Colonise the galaxy in this space strategy sim
Ryder Cup	Ocean	Join Nick Faldo and Tom Watson on the green
Seventh Sword of Mender	Grandslam	Massive <i>Dungeon Master</i> style RPG
Space Quest 1	US Gold/Kixx	Another Sierra adventure swaps sides
Speedball 2 CD ³²	Renegade	32-bit version of bloody sports sequel
Treasure in Silverlake	Flair	Wild West graphic adventure
Woody's World CD ³²	Kompart	More graphics, better sounds. No more platforms

FEBRUARY

Another World	US Gold/Kixx	Graphically great arcade adventure going cheap
Battle Isle 2 A1200	Kompart	Blue Byte perfect the art of war, probably
Beneath A Steel Sky	Virgin	Futuristic adventure from <i>Lure</i> programmers
Bogies (provisional title)	Grandslam	Green slidey things drip off platforms. Honest!
Dreamweb	Empire	Someday all nightmares will play like this
Eye of the Beholder 1	US Gold/Kixx	Classic <i>Dungeons 'n' Dragons</i> game
James Pond 3 A1200, CD ³²	Millennium	Has this fish finally cashed in his chips?
Nick Faldo's Golf CD ³²	Grandslam	Format Gold winning golf game gets converted
Rise of the Robots	Mirage	Rendered 3D cyborgs in beat-'em-up scenario
Slicks	Codemasters	Auto thrills from the <i>Micro Machines</i> crew
Starlord	MicroProse	<i>Civilization</i> -style strategy game set in space
Universe	Core Design	Long-awaited sequel to <i>Curse of Enchantia</i>
Wolfpack	US Gold/Kixx	Reasonable submarine simulator out on budget

FURY OF THE FURRIES

Great balls of fur! Small hairy creatures, the Tinies, return from a rebel tour of earth to find their king kidnapped, their friends turned into hideous monsters and their home planet, Sklumph, now a nightmare trail for their skills and adventurousness.

Weirdness is inevitable because this platformer is French, from publishers Kallisto. It looks rather neat, though, and the varied control system (Tinies can swim, throw fireballs and wield a rope, as well as eat chunks of the scenery) should make it quite absorbing. Tasty intro, lots of cuteness and pretty pictures all add to the instant appeal.

Unusually limited to one player only, the game has 90 levels across 10 worlds and the added extra challenge of 100 bonus levels. It needs 1Mb of memory, costs £29.99, was supposed to be out on Nov 18 and is distributed by Mindscape, 0444 246333.



A furry ball that spits fire is always good news in a cutesy platform game...



SIMON THE SORCEROR

Aiming squarely and deliberately at fans of the awesome *Monkey Island*, Adventuresoft have created a graphic adventure with the emphasis on humour and puzzling.

Simple point-and-click interface, lots of gags, nice graphics - a *Monkey Island* imitator, indeed.

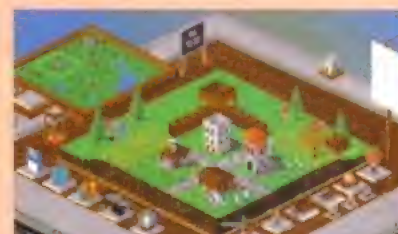
Our hero is cast through a time portal into a world packed with strange creatures and even stranger people, and must wander the world in a problem-solving quest to release the goodies and frustrate the baddies.

The point-and-click adventure is set for release in the third week of November (last week, early AF buyers!) at £34.99 with an enhanced 256-colour version out about a week later at £39.99. Publishers PDQ on 021 625 3377 can tell eager present-buyers more.

GENESIA

Return of the revenge of the attack of the mutant *Populous* clones just about sums up the look - and why not? - but the gameplay has more of an adventure feel, with tasks to complete and seven jewels to collect in order to win.

In the *Populous/Civilization* vein, your people must be sustained and strengthened by careful management of the economy and creating inventions. When you get strong you can send armies to conquer and then colonise territory, but there's always that task to bear in mind - you'll need to defeat opposing armies to capture the jewels. And beware - unless you defend carefully, you can lose jewels too! *Microids' Genesia* is out now from Mindscape (0444 246333).



Certainly looks a little *Populous*-like, doesn't it? The task of collecting jewels adds a new twist, though.



From new boys Hotshot, *Rocket Ranger* involves killing enemies and rescuing hostages. Out 'end of November', price £29.99.



Gotcha! Our boys reveal *Snapperazz*, the so-called Sun's very own garish platform game. Out 'in time for Christmas' at £19.95.



Domark's management update *Championship Manager '94* costs £9.99 and sets up accurate teams for the '93-'94 season.



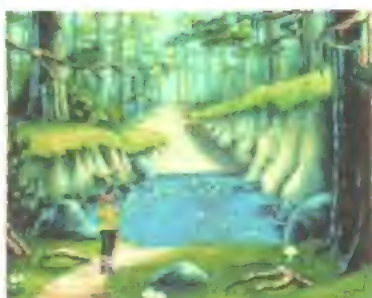
Interplay's *Star Trek 25th Anniversary* for the A1200 recreates eight episodes in a point-and-click adventure. Out November 29th, £34.99.

TRACTIONS

KINGS QUEST 6

Sierra On-Line are now back in the Amiga market after a break when the US parent company decided it didn't want to develop Amiga titles for a shrinking Stateside market. The UK operation has since convinced them that the Amiga is thriving in the UK and Europe. Good thing too.

Second Amiga release (first up is the new *Goblins*) will be the latest in the enduringly popular *King's Quest* series. This adventure started years ago and has grown ever since, enhancing its reputation with each new game, so 'more of the same' is a recommendation rather than a criticism. Expected at £34.99 in early January.



Lost in the woods: a typical scenario in one of the most enduring classic adventures series.

GOBLINS 3

The return of the return of the not-really-at-all-like-Lemmings cutesy puzzle game is Sierra's first release on their re-entry to Amiga publishing. Where the first game required the positioning of three goblin characters to solve the problems, the sequel had only two and this, the third in the series (threequel?) leaves you with just the one cheeky chappie to control. Could this have a detrimental effect? Hopefully not. *Goblins 3* should be out right now, having been released on 10th November at £34.99. If you can't find it in the shops and you want to buy without waiting for next issue's review, Sierra are on 0734 303322



Just the one goblin to control this time around, but similar platform/puzzle gameplay.

LEMMINGS CHRISTMAS SPECIAL

Now you're talking! Everyone's favourite small mammals are back in a special edition inspired by the world-famous *Christmas Lemmings* three-level demo which Dave Jones cooked up specially for *Amiga Format* last Christmas. The new stand-alone disk costs a mere £14.99 and has forty brand-new snow-scene levels with romping *Lemmings* in Father Christmas clothing.

"It's not something we've chosen to do," says Mark Bluiett at Psygnosis. "After *Lemmings 2* we had such a good response, that when people asked when the next one would be out and we've told them Christmas 1994, they've been desperate to get something before then". By popular demand, this could be the ideal stocking filler for Amiga owners everywhere. Psygnosis are on 051-709 5755.



40 brand-new levels of Lemming mayhem in a Christmas style for £14.99. The ideal gift.

RISE OF THE ROBOTS



The best-looking sprites in the business are guaranteed in *Rise of the Robots* - they were created entirely using the most sophisticated Imagine-like 3D modelling and surface-mapping techniques.

We promised you more on this ground-breaking beat-em-up from youthful publisher Mirage's in-house coding team, Instinct Design, headed up by fluffy ex-Bitmap Brother Sean Griffiths. So here's more.

The pictures do all the talking, though. The gameplay leaves little room for originality - beat-em-ups have been the same since they first appeared. This one, indeed, is handicapped on the play front because it's designed to use a one-button PC joystick, but all moves and specials are implemented by combinations of stick movement, so the play shouldn't suffer.

Important thing, though, is the look. All the robotic enemies are modelled as hugely complex 3D objects, then carefully rendered, surface mapped, tweaked, textured, shadowed, lit and finally laid down as animation sequences. In the game they are then



Robots battle to the death with some quite astonishing animated moves.

manipulated as bitmaps, but by then the damage is done - the most gorgeous sprites in the history of games have been created. And the sprite-handling capacities of AGA machines mean you can have these enormous sprites flying around, taking up most of the screen. Downside? Well, pity it's just a beat-em-up, really - the fad will fade, you know - and it's not out until next February.

Price around £39.99, though AGA version might be more: Mirage are on 0260 299909.



AMIGA FORMAT PRESENTS...

Ultimate AMOS

The ultimate games creator just got the ultimate guide

If you've got AMOS, then get this book! It explains what AMOS can do, and how to make it do it.

There are sections on program planning, producing 'readable' code, and screen handling.

AMOS is built to handle scrolling, animation, sound and music - everything you'll find in a commercial game. And this book, from the makers of Amiga Format, shows you how it's done.

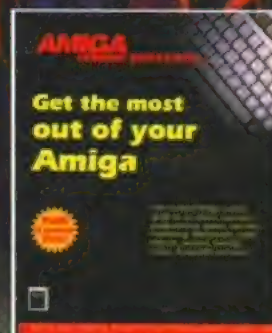
If you've got AMOS you're half way to creating your own gaming worlds. Don't stop half way - order 'Ultimate AMOS' today!



✚ Includes a disk containing all the code printed in the book, plus four complete AMOS games!

SAVE £10!

'Ultimate AMOS' is available on its own at £19.95 but, for a limited period only, you can order 'Ultimate AMOS' and 'Get the Most out of your Amiga 1993' for an all-in price of £29.90. That's a saving of £10 on the combined RRP. See the form at the bottom of this page for ordering details.



'Get the Most out of your Amiga 1993' - yours for only £9.95 when you buy 'Ultimate AMOS'

FUTURE LEISURE BOOKS

PRIORITY ORDER FORM

These Amiga Format books are available in all good bookshops right now, but you can also order them direct from Future Publishing - and sending this order form off won't even cost you a stamp!

Please send me: (tick as appropriate)

.....copy/copies of 'Ultimate AMOS' at £19.95 each
[ORDER CODE: FLB025A]

.....copy/copies of 'Ultimate AMOS'/'Get the Most out of your Amiga 1993' double offer at £29.90 per set
[ORDER CODE: FLB025B]

Amount enclosed £.....

Method of payment (please tick one):

Visa ☐ Access ☐ Cheque ☐ P/O ☐

CARD NUMBER

Expiry date:

Please tick here if you do not wish to receive direct mail from other companies: ☐

Your name

Your address.....

Your signature.....

Now send this form and your payment to:

Future Leisure Books Offer, Future Publishing Ltd, Freepost, Somerton, Somerset TA11 7BR

For office use only:

SCRATCH CODE: AF54



PROFESSIONAL FOOTBALL MASTERS 4

Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically outwit and conquer every opponent.

Managers: 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup: Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games: Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players: Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team: Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club: Sponsorship, Ground improvements, View opponent, Finances

The Match: Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other: Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus: Over 100 other meticulous refinements impossible to list here.

Editor: Allows you to amend various items in saved games. £12 Extra

Scottish: Dedicated version details available upon request

PLAY BY MAIL Service Now Available



EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players



CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

• Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation. Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance. To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters, Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

Open National Tipping Competition 1991 - Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public. Warnings Statistics: 104 wins out of 166, as from 2/6 to 1/9/93. Formula: This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments! Research & Development: Three years full time race analysis and experimentation to refine and test the prediction system. Inside Knowledge: Plenty of unique hints from contacts in the know. User Friendly: No racing knowledge required, easy to use, tutorial book. Restricted Sales: As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers. Monthly Updates: Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25. Price Increase: Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-

GAME OPTIONS

- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels
- Computer/Human players.

ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS

- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.



24 HOUR CREDIT CARD HOT-LINE
(0702) 600557

48 HOUR DISPATCH CHEQUE PAYMENTS

If you have a guarantee cheque card or credit card please write its number on the reverse of your cheque, doing so will ensure dispatch within 48 hours of receipt.

OUR ADDRESS

ESP Software DEPT. A.F.
32a Southchurch Road,
Southend-on-Sea,
Essex SS1 2ND England
TEL: (0702) 600557
FAX: (0702) 613167

COMPUTER

ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.

MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

DESCRIPTION	A F	PRICE	TOTAL
Professional Football Masters V4		24.95	
P.F.M. Editor V4		12.00	
Stable Masters V2		24.95	
Oracle Horse Tipster (RRP £99.95)		75.00	
Cricket Masters		24.95	
World Cup Cricket Masters		24.95	
Wrestling Masters		19.95	
CREDIT CARD NUMBER & EXPIRY	E & O. E.	GRAND TOTAL	

NAME _____ TELEPHONE _____
ADDRESS _____
POSTCODE _____

THE NEXT
BIG THING?

JAMES POND 3

Our fishy superhero is back, and this time he's...well... what? How is *Pond 3* going to improve on *Pond 2*? And how, indeed, is it going to be different from all the other colourful platformers?



In *Pond 2*, our hero could basically jump around and bop people, and he could stretch. In *Pond 3* he has lots of special equipment and special moves. The trickiest thing in terms of programming is that he's wearing moon boots — he can walk up walls and get upside down on the ceiling.

More is probably the key word. More of everything. More development time — "We've been working on it for over two years," says Ian Saunter, Millennium's development director. And it's more of a challenge, too. "We didn't want to write just another platform game. You're looking at a game that is trying to be full of stuff, giving weeks or months of play."

This means more levels, of course. Set on the moon, it has eight zones, each constructed from a different dairy product — yellow cheese, custard, yoghurt, butter, blue cheese, slime, ice cream at the poles, and also crystal caverns. "Scattered throughout those zones are 105 levels," explains Ian, "but you don't have to complete each one to get through to the end because there's lots of routes."

More variety too, then? Indeed. "You choose your route from a map

screen, which as you complete each level opens up new routes and offers different angles. So there's an infinite variety of routes, and also you can find secret tokens which open up secret routes. Most keenos will find most of the secret stuff, but some of it will be pretty hard to find."

There's more plot, too: and this is important. "Doctor Maybe, the arch enemy, has gone up to the moon to mine cheese in vast quantities in order to flood the world market and cause an economic crisis," explains Ian. "The player is trying to find the point on the map where Maybe puts in an appearance, which he does, in fact, in a large flying cow-like device." Yes, as you might expect, there's much more silliness on the way as well.

"Along the way," continues Ian, "four of the levels are cheese mines, which you have to destroy". If you miss the mines, even if you defeat Maybe, you will be disappointed.

And even if you manage to do all of these things, Maybe has one last shock in wait. "I'll give you a hint — it relates to the blue cheese. That's a surprise for the player, if he thinks he's done it," Ian says mysteriously.

So there's more plot, and what's more, it's closely tied in to the player's progress in the game. "From time to time the player reaches 'Event Markers', which reveal the next bit of plot, encourage the player, and explain the pieces of stuff he's gathered." Pond can pick up all kinds of things, and some will be crucial to his progress.

An example is "the beacon on each level, which is a glorified exit pole, and you have to bop it to proceed. First time you encounter one you'll get a message from HQ. Sometimes you have to enable them by collecting other objects."

On top of all this, there's more than just one secret agent in this game. Three others have been sent to the moon before and disappeared, and Pond will need to find them, rescue them and use their special powers to complete his quest. The three are Fineas Frog, girl agent

Angel Fish and Fineas' cousin, an archaeologist called Farley — who has a special purpose, which cannot yet be revealed!

Pond has more powers: last time he could stretch, but now he can run, jump, climb surfaces, go into Turbo mode and even turn completely upside down. He can throw a punch, too, which is important: some baddies, if he just jumps on them, won't be harmed (though neither will Pond) and, indeed, this is an important form of transport.

All this isn't even the half of it, all thanks to Chris Sorrell, who did the original design. "It does seem that people are missing a trick by not doing more of the things that they could do," Ian comments. And is that about all we have time for? "Apart from the fact that it looks incredibly pretty and is incredibly playable — sell, sell, sell!" he chuckles.

Expect A1200 and CD32 (with CD audio) versions in late February next year, with the A500/600 version just a few weeks later. "The Amiga is closest to our hearts, so we're looking forward to springing it on the Amiga community." ☺



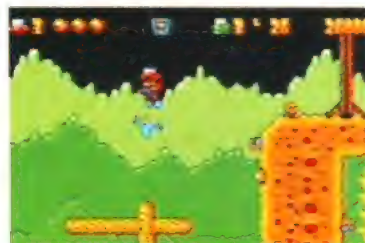
The most versatile of Pond's helpers, the first you find, is Fineas Frog, who has special powers to bounce and a big long tongue. You can switch control to him, and you need to do so to win. You will be judged, in terms of the success of the mission, by how you rescue and use the lost agents.



Pond can pick up most objects and move them or throw them. The most obvious example is a stick of dynamite, used to destroy enemies or removable scenery blocks.



There are five guardian levels, only some of which you can avoid if you find secret routes on the map, and the boss baddies who occupy them are hard work, with two stages.



There are over 50 types of baddies. The most common are rats, brought from Earth to work in the cheese mines, but there are lots of native moon inhabitants, like custard blob monsters.



Equipment Pond finds is vital. For instance there is a fruit gun, which fires apples, oranges and strawberries, but it also fires cakes which home in on baddies — it has to be seen to be believed.

THE MICRO ADVENTURES OF...

SAM

"...BY THE TIME I REACHED THE SCENE, THE DISCS HAD BEEN 'RUBBED OUT'... THERE WAS ONLY ONE THING TO DO. CALL 'SIREN SOFTWARE' FOR EXTRA BACKUP!"



TELEPHONE
061-724 7572
FAX 061-724 4893



X BACKUP PRO

X-Backup Pro is the most powerful disc backup utility available for the Amiga, BUT DON'T TAKE OUR WORD FOR IT...

CU Amiga Magazine, July 1993

"IT'S UNBEATABLE."

'a veritable bargain at just £39.99'

Amiga Computing, September 1993

'fast, flexible and reliable'

Amiga Computing, September 1993

£39.99

+ £1 postage & packing

THIS PRODUCT MUST NOT BE USED TO INFRINGE COPYRIGHT.

Unlike other disc backup utilities, X-BACKUP PRO is totally automatic and extremely simple to use. It is fully compatible with ALL AMIGA computers.

- Will backup virtually any disc onto another disc.
- Full hard disc backup.
- File management facility.
- Optimise, formats, repairs, verifies.
- Includes the 'AUTOSWITCH' CYCLONE cartridge. Simply plugs into the external disc drive socket at the rear of the Amiga, and plug your external disc drive into the back of the CYCLONE cartridge for unbeatable disc backup power. An external disc drive is required for use with the CYCLONE cartridge. These are available from us priced £54.99.

FULL MONEY BACK GUARANTEE.

If you can find a more powerful disc backup utility, we will give you your money back.

USES LATEST CUSTOM CHIP DESIGN

INCLUDES THE NEW 'CYCLONE' CARTRIDGE FOR BACKING UP PROTECTED SOFTWARE



A1200 4Mb memory expansion with clock.

32 bit wide auto configuring Fastram.

Zero wait state allows the A1200 to run at full speed.

Increase the speed of the computer by 219%

Battery backed clock keeps the correct time and date even when the A1200 is switched off. New state of the art surface mount design. Now includes FPU socket.

68881 FPU

£34.99

68882 FPU

£79.99

Simple trapdoor installation

£179.99

NEW DESIGN WITH FPU OPTION

HARD DISC DRIVES

85Mb £174.99

120Mb £214.99

170Mb £259.99

210Mb £339.99

256Mb £299.99

Add £289.99 for A1200 fitted with above drives.

Our 2.5" hard drives for the Amiga A1200/A600 offer speedy access times and come complete with fitting cable, screws, full instructions. They are pre-formatted and have Workbench already installed for immediate use. Fully guaranteed for 12 months.

FREE FITTING SERVICE TO PERSONAL CALLERS.

Please phone 061 724 7572 for prices of 20Mb, 40Mb, 60Mb drives.

SUPERB VALUE FOR MONEY



Soundblaster

The SOUNDBLASTER is a 10 watt stereo amplifier that comes complete with high quality 3 way speakers, power supply and FREE STEREO HEADPHONES!

The SOUNDBLASTER adds a new dimension to games playing, imagine stunning stereo sound effects, crystal clear samples and terrific stereo tunes. The SOUNDBLASTER also boosts games playability!

The speakers are powerful 50 watt 3 way units featuring a 3" woofer, 2" honker and a 1" tweeter to provide a powerful crisp sound.

£44.99

IMPROVED SOUND QUALITY



SPECIAL OFFER

Deluxe disc drives

Whisper quiet. Slimline design. Suits any Amiga. Cooling vents. Sleek, high quality metal casing. Quality Sony/Citizen drive mechanism. On/Off switch and throughport at the rear of the drive. Full 880K capacity. Long reach connection cable.

CYCLONE COMPATIBLE

£54.99



Order **NOW** for immediate despatch
Tel. 061 724 7572 Fax 061 724 4893

Telesales open 9am - 6pm Monday-Friday
Access/Visa accepted

Send a cheque/Postal order or credit card details to:-

Siren Software, Wilton House, Bury Rd, Radcliffe, Manchester M26 9UR England

Government, Education and PLC orders welcome.

All prices include VAT at the current rate. Postage and packing will be charged at £3.50 per order (U.K.), £7.50 Europe, £12.50 rest of world.

Please note that 5 working days must be allowed for cheque clearance. Immediate clearance on Building society cheque or Bank Draft.



SIREN SOFTWARE

Wilton House,
Bury Rd,
Radcliffe,
Manchester
M26 9UR
England

WE'VE GOT WHAT YOU NEED

NEW

AMIGA ACTION REPLAY MK III

STILL ONLY**£59.99****AMIGA A500/500+
FOR 1500/2000 VERSION £69.99**

THE WORLD'S MOST POWERFUL FREEZER-UTILITY CARTRIDGE

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK

Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Patter Agnus).

NEW SUPER POWERFUL TRAINER MODE

now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

IMPROVED SPRITE EDITOR

The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

VIRUS DETECTION

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW BURST NIBBLER

Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW PAL OR NTSC MODES SELECTABLE

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

NEW RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW IMPROVED RAM EXPANSION SUPPORT

Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW SET MAP

allows you to Load/Save/Edit a Keymap.

PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT

including compressed/small character command.

NEW DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW FILE REQUESTER

if you enter a command without a filename, then a file requestor is displayed.

DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS

including Mem Watch Points and Trace.

NEW BOOT SELECTOR

Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler • Full screen editor • Load/Save block • Write String to memory
- Jump to specific address • Show Ram as text • Show frozen picture • Play resident sample
- Show and edit all CPU registers and flag • Calculator • Help command • Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers • Notepad
- Disk handling - show actual track, Disk Sync, pattern etc. • Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal • Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN ITS "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd. neither condones nor authorises the use of its products for the reproduction of copyright material. The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner or the licensee thereof.



HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL: 071 580 6460

HIGH RESOLUTION HANDY SCANNER

NOW ONLY £89.99

FREE PHOTON PAINT

- IFF Buffer Save 1600x1024 pixels, dual buffer, scan matching & view Buffer.
- Unlimited edit/capture facilities & keyboard control not offered by other scanners at this special price.
- Full keyboard control of most functions.
- An easy to handle Scanner featuring 105 mm scanning width & 400 dpi resolution enables you to scan graphics/text into your Amiga 500/500+/600/1200/1500/2000.
- Includes hard disk transfer to run under Workbench.
- Adjustable switches for brightness/contrast levels.
- Full sizing menu of scan area.
- Geniscan gives you the ability to scan images, text or graphics & even offers 200 Dpi Dual Scan Mode.
- Screen grid overlay & configure menu to save parameters.
- Icon menu to select functions.
- X,Y position readout & metric sizes.
- Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- View window and position control panel.
- Powerful partner for DTP that allows for cut & paste editing of images etc.



**A Top Quality 400 DPI
Handy Scanner
for the Amiga
at a truly
Unbeatable
Price!!**



GENIUS DIGITIZING TABLET

NOW ONLY £129.99

ADD A PROFESSIONAL TOUCH TO YOUR DRAWING WORK

- With the Amiga Genitizer Graphic Tablet you can streamline the operation of most graphic or CAD programs.
- The Genitizer Graphic Tablet utilises latest technology to offer up to 1000 dpi resolution at the tip of a stylus.
- Complete 9"x6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control.
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method-Deluxe Paint, Photon Paint, CAD Packages, etc.
- Supplied with template for Deluxe Paint.
- Full easy to follow instructions.
- This is the input method used on professional systems -now you can add a new dimension to graphics/cad.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/500+/600/1200/1500/2000 and "co-exists" with mouse.
- Unlike a mouse, the tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face.
- A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input. When you are not using the Tablet, you have normal mouse control.
- Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adaptor, Test Software, Interface Unit, plus Driver Program - no more to buy!



GENIUS PUCK

AS AN ALTERNATIVE TO THE STYLUS INPUT
THE GENIUS TABLET ALSO HAS AN OPTIONAL
FOUR BUTTON PUCK.
IDEAL FOR TRACING ETC.

ONLY £29.99

ACCESSORIES

MIDI MASTER MIDI-INTERFACE £19.99

Best selling Midi Interface for the Amiga.
Midi IN, Midi THRU & Midi OUT x3.
Complete with 2 FREE Midi Cables.

MIDI CABLES £7.99 (per pair)

1.8 metre long genuine Midi Cables.

LOGIC 3 MOUSE £14.99

Top quality, super smooth replacement mouse. High resolution.

VIRUS PROTECTOR £7.99

Fits in last drive of your system to protect against boot block viruses.

ROM SHARER £24.99

Switch between versions of Kickstart to improve software compatibility. Kickstart 1.3 or Kickstart 2.0 at the flick of a switch for Amiga 500+ owners! No more to buy.

ACCESSORIES



**24 HOUR MAIL
ORDER HOTLINE**

0782 744707

ORDERS NORMALLY
DISPATCHED WITHIN 48 Hrs.





Blasting off into the great beyond again. The external view can be rotated in any direction to give some panoramic views of the alien worlds, and weird and wonderful planet and star systems.



The amount of fine detail in *Frontier's* world is quite astounding. There are huge star systems to explore, and if you fly down to a planet and explore it, whole cityscapes appear.

A moment's silence please while we remember. A long time ago there was a game. This game struck a chord with a generation of games players. It put you at the controls of a spaceship and left you to your own devices in a huge area of space, free to trade, prospect, smuggle, pirate, assassinate and get chased slap into an asteroid by the cops. That game was called *Elite*. Ten years have passed since *Elite* was released, and now the sequel has arrived and everyone is all-a-quiver.

Basically *Frontier* is the same game as *Elite*, there, it had to be said. The objectives, basic gameplay and game systems are the same, only bigger, bolder and better.

Let's start at the beginning. Your grandfather is dead, bit of a blow that but these things happen. In his will he has left you a spaceship and his good wishes. The game starts with you sitting in the cockpit of

FRONTIER ELITE II



Fly through a huge virtual reality, shoot some people and sell other people some fruit and veg. *Elite* is back, and it's bigger and badder than ever. Join us on a fantastic voyage of discovery as we explore David Braben's *Frontier*...

your new crate with 100 credits and a ridiculous number of stars and planets to explore.

At each starport or space station scattered across the star systems you can buy and sell goods and equipment for your ship and scour the local ads for interesting jobs. There is no single objective other than to amass money to buy

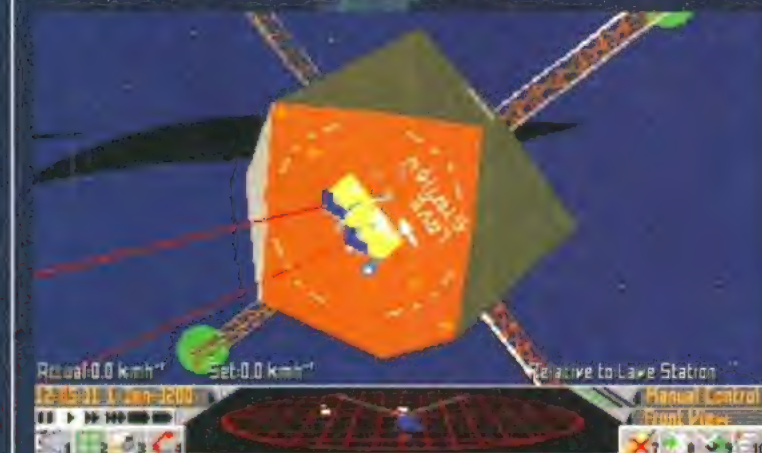
bigger and meaner ships to journey further and survive longer. The ultimate aim is to achieve the status of elite, meaning you are one dangerous spaceball.

There is a wide variety of ships to use, all with different statistics and each can be fitted out with swish bits of kit including the obligatory lasers

and missiles. **Star quality**

How you go about things is up to you. Trading in legal goods between safe planets is a nice steady living that will keep you going for years. Answering an advert for a bounty hunter and trying a spot of assassination work is generally a rewarding and

SHOOT YOUR WAY THROUGH THE STARS, OR TRADE YOUR WAY AROUND



Oops, it's the cops. Er, my laser just sort of went off accidentally officer, please stop shooting at me. If you get trigger-happy in *Frontier*, you'll be in trouble, so select your targets wisely.



Another day, another credit. This is you blasting off from Mars, which is now green and full of life. This is the second of the three starting points from where you can embark on your travels.



The stock market: trade the right goods between the right worlds and you can make a killing. More money means a bigger ship, more cargo, more profits and more trouble from pirates.



Your Eagle long-range fighter, pretty swish eh? Only two owners, the body is in good nick apart from that dent on the wing and that wasn't my fault he came out of nowhere, didn't signal or anything...



The dead impressive docking with a space station bit. If you decide not to use the automatic pilot docking can be a complete nightmare. *Frontier* is not very forgiving, if you miss, you die.

short career. In between there is the murky world of smuggling and shady deals among the less well-policed systems.

The universe is divided into two main power blocks, the Federation and the Empire. So getting into trouble with one can put you in good stead with the other. The sense of freedom *Frontier* gives you is

glorious, and you have a detailed and truly enormous game area in which to frolic.

The 3D system used to create the universe is excellent, you can adjust the level of detail to suit, and the ships and planets are wonderfully detailed. The downside is speed, on an A600 on the higher detail levels it gets



One of the external views as you fly away from Merlin, the recommended starting place. Your best bet is to buy some of the local animal meat and trade it with one of the nearby systems.

very jerky and slow. *Frontier* really benefits from a faster Amiga such as an A1200. The sound isn't at all bad though with plenty of effects and some stirring classical music.

A Mars a day

The game is controlled by a combination of keyboard and mouse or joystick. Flying

about in space is weird at first because there is no up and no down, and battles can easily turn into a spinning frenzy as you try and bring your guns to bear. The navigation is handled very well, although it's a real pain if you don't use the automatic pilot. The game is well constructed and nothing

Continued overleaf

THE UNIVERSE, BUT BE CAREFUL, SPACE IS A BIG, BIG PLACE



Isn't she a beauty, and absolutely huge too. One of the many spaceships plying the void between star systems. The detail of the 3D graphics throughout *Frontier* is superb.



The end of life's great adventure. Your ship is dispersed across the universe in very small bits as you collide with a space station. Next time try aiming for the landing dock.

is particularly complicated, so once you've read through the manual once and tried out a few flights you'll have the hang of it.

It's best to start with a spot of commodity trading then build up to a couple of the simpler missions to get some dosh together for better ship before you try anything really dodgy. To tackle the serious stuff you need to pack a much heavier punch. Getting to the heavy-duty ships will take a long, long time.

One of the pains of the original *Elite* was docking with the space stations. It required plenty of practice and involved lots of frustrating explosions. *Frontier* gives you the choice of three starting positions with different ships and equipment. The recommended starting position comes complete with an automatic pilot, a real boon. *Elite* purists can start at the original starting position with the same Cobra ship as *Elite*.

Big, huge, massive
The sheer size of the game is frightening, the star maps are huge, there are millions of worlds to visit and you'll never see all of it. It doesn't suffer fools gladly either; flying to a star system without a starport, running out of fuel or indiscriminate firing will all land you in trouble. Staying clear of the law can be difficult at times, once you get a reputation or incur a huge fine you had better pay up and be good. The law has a very long arm.

The game has a very nasty copy protection system. At

"The sense of freedom that *Frontier* gives you is glorious, and there is a huge game area in which to frolic."

certain points you have to enter letters from the manual, but the program doesn't tell you if you've input the right one. If you get it wrong, you are thrown out of the game later on, which is very annoying if you've just saved your position. There is no doubt that *Frontier* is an excellent game, there are dozens of ways to make money and get

that ship you always dreamed of. But, it requires patience, and it is easy to muck things up and end up a fugitive from somebody or other. Combat takes a little practice, and it really helps to write prices and availability of goods down as you go along. *Frontier* also demands a meticulous approach, and some battles are very long winded and frustrating.

Afficionados of the original *Elite* may be a little disappointed, sure the 3D routines are stunning but the bare bones of the game are pretty much the same only bigger. It would have been nice to have had more interaction with the universe instead of constantly flying about and fighting.

If you missed out on *Elite* then you are in for a treat. The basic concept is simple and the addictiveness is horrifying. If you find yourself getting hooked then you have a game that will last and last. There will always be another world to see, another few credits to earn and another spaceship to fight it out with. The universe is yours, try not to dent the ship, eh?



The best thing about *Frontier* is the size of it - there are millions (well, lots) of places to visit. In fact, it's a game that could turn into a way of life. Damn, I was trying to avoid that cliché.



Go on, give it a good blasting then you can fight it out with the law. This rather large freighter is just one of the many different ships that travel around in your bit of the known universe.

FRONTIER



PROGRAMMERS

David Braben

PUBLISHER

Gametek 0753 553445

PRICE

£29.99

RELEASED

Out now



GRAPHICS

1 2 3 4 5 6 7 8 9 10

Frontier's fantastically detailed 3D universe seems to go on for ever, and that's a long way.

SOUND

1 2 3 4 5 6 7 8 9 10

Lots of suitable space exploration sound effects and a choice of rousing classical music.

ADDICTION

1 2 3 4 5 6 7 8 9 10

Deadly in the right hands, clear your diary for the next few weeks. Best make that months.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

Easy to get into and difficult to escape from. Despite some frustrating parts it's still a winner.

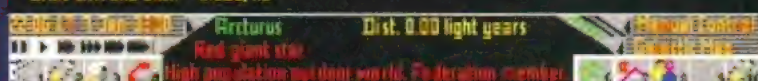
VERDICT

"One pilot pitted against the entire universe. There are millions of worlds to explore and adventures to be had. *Frontier* sucks you in and keeps you hostage. It's a monster."

90%

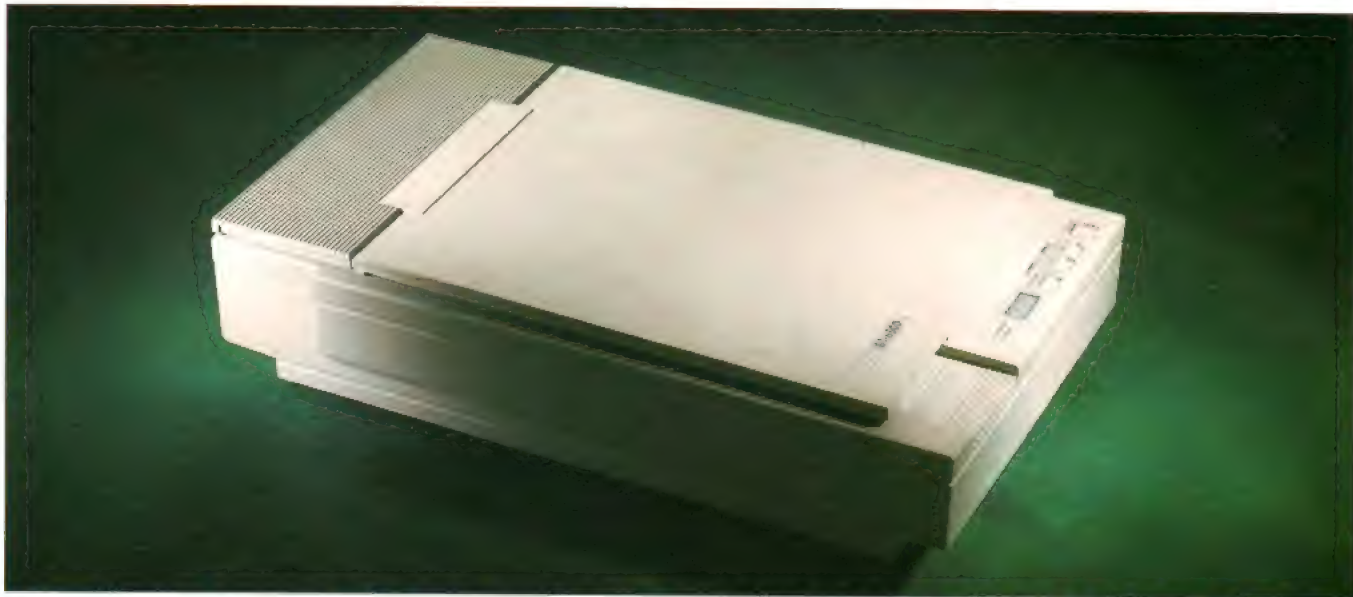


Richardson's Mine: Rocky planet with a thin atmosphere
Mass 0.08 Earth masses
Surface temperature -16°C
Major Starports New Stevenson
Orbital period 4 days
Orbital radius 0.004 A.U.
Orbit Ecc. and Incl. 0.208, 1.6°



If you are going to get very far in *Frontier*, it's vital that you do your homework. Check up on a system to find out what goods they have got, what they need and who is running the show.

win this...



As an official Epson distributor, Power Computing are generously giving you the opportunity to win this excellent scanner. One of you lucky Format readers will win this Epson GT-6500.

Read on...

The new quality scanners from Epson with glorious 24-bit, 16.7 million colour technology, the Epson GT-6500 and GT-8000 flatbed scanners produce high definition, professional colour images.

Yet they handle line art and 256 greyscale images (for mono DTP, optical character recognition and computer aided design) with equal clarity and verve, with output resolutions of up to 1200 DPI on the GT-6500 and 1600DPI on the GT-8000.

And with optional transparency adaptor and automatic document feeder, these scanners are almost to accommodating for words.

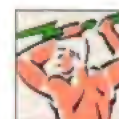
They're also a blissfully compatible pair. Drivers available are Image FX, Image Master, ASDG, Ad ProModule or PowerScan. Making scanner operation a doddle for anyone, whether your a home user, business user or a design professional.

Win this...

By answering the three questions published in this issue and the two following issues and send them together with the three prize tokens to Power Computing Ltd.

Should you not be the lucky winner of this amazing prize and your budget does not stretch to an Epson scanner, then try our award winning Power Scanner Version 4 for size, available in mono and colour.

**Look out for the
competition details
in this issue**



SOFTWARE DEMON

39/40 QUEENS CHAMBERS, QUEENS STREET, PENZANCE, CORNWALL, TR10 4HB

We at SOFTWARE DEMON Ltd would like to wish all our customers past, present and future all the best at Christmas. To celebrate the season of good will we have decided to offer the best items in home computing at a special Christmas price.



OVERDRIVE³⁵

EXTERNAL HARD DRIVE UNIT FOR THE A1200

These external hard drives come in an ABS box styled to match the Amiga A1200. They plug in via the PCMCIA slot and include an external PSU so not to invalidate your Commodore warranty. Ultra fast data-transfer rate of 2Mb/sec. Full 1 year return-to-base guarantee. They come supplied with all the necessary software to mount and configure the drive.

LIMITED CHRISTMAS PRICES

"The fastest IDE hard drive ever received by CU Amiga"

"One of the most innovative hardware products for the A1200 to date"

MATT BROOMFIELD CU AMIGA 10/93

40MB	£189	250MB	£369
85MB	£249	340MB	£419
170MB	£319	426MB	£519
220MB	£339		



AMIGA A1200 DESKTOP DYNAMITE PACK FROM £299!

(NORMAL RRP £329)

The A1200 sports many features of the A4000 series. Based around the 68020 processor, 2Mb of RAM and WB3 as standard. A full range of hard drives are also available. The desktop dynamite pack is also supplied with a range of software specifically for the AA chipset, including DPaint AGA and Wordworth AGA plus others with a total RRP of over £300.

To put the icing on the cake SOFTWARE DEMON Ltd are offering Commodore's latest Amiga A1200/Software bundle at the seriously reduced price of £299 when an OVERDRIVE 35 and A1200 are purchased together.



ORDER HOTLINE (0736) 331039

TECHNICAL SUPPORT AND FAX (0736) 331499

PLEASE MAKE CHEQUES AND P.O PAYABLE TO "SOFTWARE DEMON Ltd."

PLEASE QUOTE YOUR CREDIT CARD NUMBER AND EXPIRY DATE

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE. E&OE. ALL TRADEMARKS ACKNOWLEDGED.





Raa: "Ooooh I feel sooo angry I could hit an alien really hard."

You: "Behind you! Behind you! Doah!"



Look, look... a brain with leaves! Let's all chase after it in a conga line! Let's all kill a nasty! Let's all kill a nasty! La-la, la, la! La-la, la, la!

Cyberpunks is what you are, in an interactively multi-media, virtually real environment. Lifestyle-wise, your tasking is orientated towards downsiding the alien threat.

Keeeee-riced! Just how many fad-dish buzz-words can you pack into an opening sentence in order to get consume-or-die space cadets to take notice (not you lot, of course, but the other ones who are thinking of dropping their consoles and using decent machines). But buzz-literacies are what will sell *Cyberpunks* because there is about as much cyberpunk in this game as there is in an episode of *Open All Hours*.

This is your basic bug hunt, no matter what the normally above average Core Design would have us believe. It features three cute Nippon-style heroes - Raa, Bee and Gee (yes this is where the Gibb



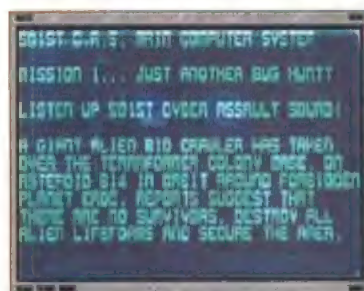
blobby looking things that blob blotchily around the place, and some other monsters who follow you nastily. I'm sure that in the later-later levels there are heaps of real state-of-the-art 'toughest of alien enemies' but the urge to find out just isn't there.

Don't mistake these harsh words as a kicking for this game; as bug-hunts on jazzy-coloured backgrounds with a choice of weapons and a few puzzles to negotiate goes, then *Cyberpunks* does the job. A few people who watched while I was doing battle said: "Chaos Engine". You have to live with comparison-making in this job. It does feel a bit like *Chaos Engine* because there is more

than one character shooting at things.

In short, you control all three characters at once as they conga their way around alien worlds. Sure, you can choose a character to

CYBERPUNKS



Your mission, if you choose to accept it. This is where your highly-trained pre-teen-looking cyberpunks are given the low-down.



And this is the big green spaceship you are dropped off by. I wonder if mum or dad's driving? Do be at the pick-up point by 9.30!



Gee: "Now where are those ruddy aliens then?"
You: "Oh come on! Behind you! Behind you! You bunch of spotty nerds, it's behind you!"



Here's a tip. There is absolutely no point in shooting at walls. You have to use cold reason, logic and killer instinct. Failing that, you have to wander around the place for a little while longer and blow the hell out of a few other alien thingies. It's all good clean fun this, isn't it?

Bros go when there isn't a crapulent movie to write a soundtrack to). Because they are Japanese cartoon-style (not Manga, let me add, but *Pizza Cats* or whatever they were called) they look like heavily armed eight-year-olds who have overdosed on caffeine - that's where those enormous eyes come from, surely?

Their task as part of 501st Cyber Assault Squad is to 'rid the universe of the toughest of alien enemies!' Well, you get a bunch of sprites that look alarmingly like Alec Alien from the *Alien* movies, some blotchy

lead the crew. Sure, you can pick things up with that lead character until he gets full-up, and then swap characters using the space-bar. Sure, it will appeal to younger Amiga owners as well as a legion of spotty console-owners come the conversion, but as for lasting interest, I can't see it. But the one thing that destroys it as a playable fun-thing is that Raa and the BeeGees can't walk and fire at the same time. This turns it from a game that won't do anybody any harm to a just above average filler.

Tim Smith

CYBERPUNKS



PROGRAMMERS

Mutation

PUBLISHER

Core Design

PRICE

£25.99

RELEASED

Out now

GRAPHICS

1 2 3 4 5 6 7 8 9 10

Cutesy Japanese-style figures firing some multi-coloured shells at some very cute enemies.

SOUND

1 2 3 4 5 6 7 8 9 10

Does more or less what you would expect from a basically quite fun game.

ADDICTION

1 2 3 4 5 6 7 8 9 10

It's not off-putting, but you'll only come back to it when you've little else to do.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

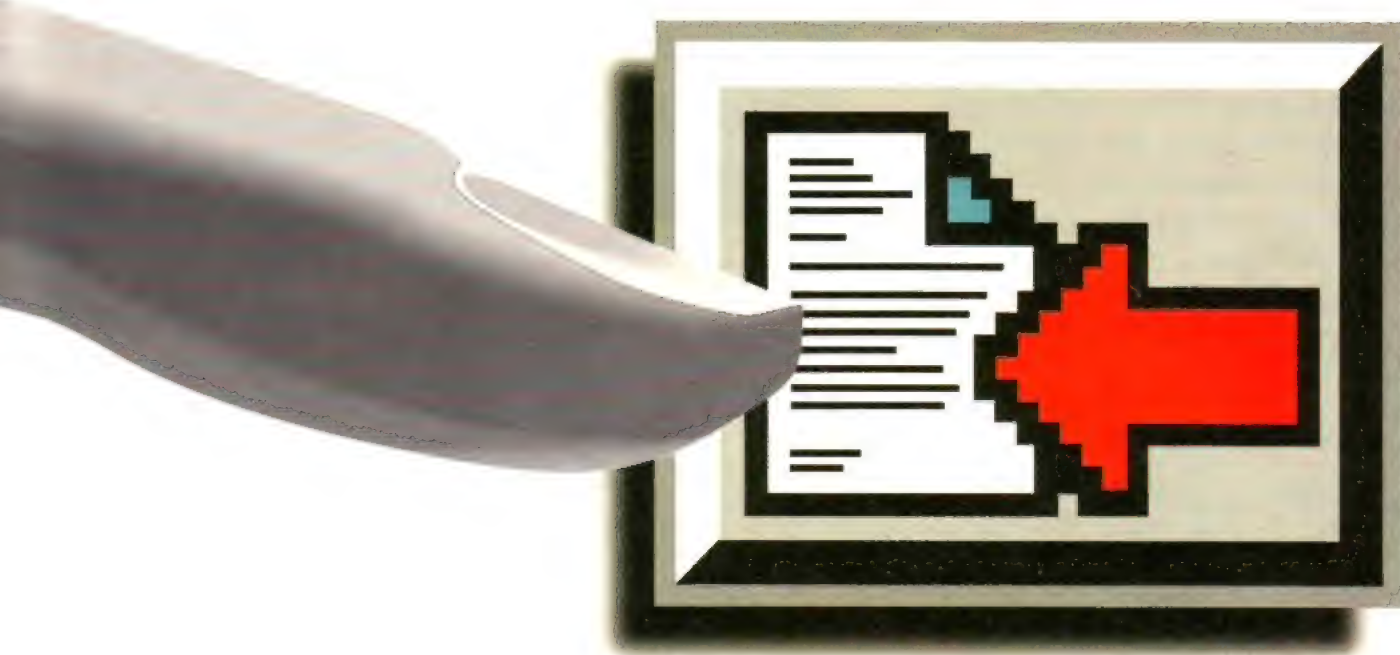
Control system that enables you to control the characters with a minimum of keyboard presses.

VERDICT

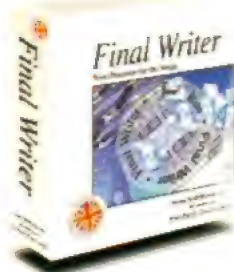
"Cyberpunks is a basic bug hunt and is enjoyable as such. But it hasn't got the right ingredients to urge you on to higher levels or hold your interest for long."

75%

You Can Now... with New *Final Writer*TM



Put *Your* Finger on the Buttons of the Ultimate Amiga Word Processor



From the publisher of the acclaimed Final Copy II comes its new companion, Final Writer - for the author who needs even more! If you already use an Amiga Word Processor, it won't include the complete and comprehensive array of features found in this latest addition to the SoftWood family.

Can your Word Processor...

Output crisp PostScriptTM font outlines on *any* graphic printer (not just expensive lasers), and was it supplied with over 110 typefaces? Import, scale, crop, view on screen and output

structured EPS clip-art images (Final Writer is supplied with a hundred), again, on any printer? Also create structured graphics and rotate them along with *text* to any angle, giving you DTP quality presentation? Provide a huge range of printing options (eg. thumbnails, scaling, crop marks etc. on PostScriptTM printers) and fulfil other advanced Word Processing functions easily such as automatic indexing, table of contents, table of illustrations and bibliography generation? With Final Writer, this

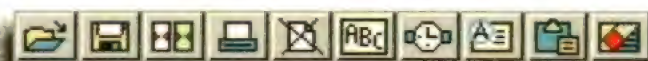
is now available to you along with a list of features that just goes on and on. We know that

you'll be impressed by this revolution in Amiga Word Processing, but don't be put off by it's advanced capabilities. With its complement of user definable Command Buttons and Superb Manual, Final Writer is simply one of the easiest programs to learn and use.



Adobe PostScript[®]
superior font & graphical
imaging technology

SoftWood



Quality software for your Amiga

Final Writer is not just a one-off product...

SoftWood are acknowledged as the World's leading software company publishing for the Amiga and no other system. So, if Final Writer exceeds your current requirements - whatever your Document Processing needs, whatever your Amiga - SoftWood will still have the Perfect Package for you...

Pen Pal or Final Copy II and Proper Grammar II...a Complete Range.

Once you become a registered SoftWood user, you'll gain access to unlimited *free* UK technical support (others often charge you or don't provide support at all) and preferential upgrades to future versions of these and other exciting new products being developed right now.



If you've outgrown your existing package ask about our 'trade up' options from your current Word Processor (other publishers' WPs are eligible too).

SoftWood Products Europe



New Street Alfreton Derbyshire DE55 7BP England
Telephone: 0773 836781 Facsimile: 0773 831040



Available from all good dealers or, contact us for a list of nationwide stockists.
All information correct at time of going to press. E&LOE. All Trademarks acknowledged. The document on the previous page was output on a low cost Canon Bubble Jet.

Please mail no personal copy of the new Final Writer & Final Copy II information pack, including samples from popular printers, and a letter checking in... (clip the coupon or call 0773 836781 now.)

Name & Address

AME



HIRED GUNS



It's been a long time coming, but now that it's here, the tense, moody and magnificent *Hired Guns* has staked a claim for the title of Game Of The Year...

Are you absolutely sure that rock is really a rock?"
 "Yeah, it's a... blatta-blatta-blatt! Burrrrrr! Ding! Pow! rock."
 "Fine. Where now? Down the dark tunnel? Into the underground river? Behind that glowing door with the big brown thing with teeth?"
 "Down the dark tunnel!"
 "What's that noise?"
 "Oh, just a sound effect of a big thing with claws."
 "Turn the lights on for a second. Let's have a beer."
 "What was that noise?!"
 "Blatta-blatta-blatt!"
 "Blatta-blatta-blaurghhhgh..."
 "Come on let's get out of here and go for a beer."
 "No you go and have one, I've

just got to pick up that flamer from your skeletal corpse."
 "You mercenary swine."
 "Yup!"
 Memories are made of this. *Hired Guns* is one of those transitional games. It's one of those games that puts an end to one genre – the 16-bit Bug Hunt – by topping it and doing it as well as any game of this heavy-fire, nasty-atmosphere, cruel sound effects and neat control system could ever hope to do. And then it looks forward to the games that will come after it.

Shoot to thrill
 Basically this is *Eye of the Beholder* for people who can't abide gnomes and paladins. But it overrides



The map of your triumphant victory, or is it the chart to your eventual and extremely painful doom? There's only one way to find out and that's to move the marker, choose a mission and dive in.

EOTB's control system with a slickness that we have come to expect from DMA. It is also *Laser Squad* from the perspective that we have desired for years and years.

The games it looks forward to will come with the 32-bit Amigas, with the Amiga CD32 as well as the addition of texture mapping and 360-degree views.

There is one thing that I have never said in a game review (and I've written loads of them) and that is that the programming team must be proud of this as an achievement. You

can tell this most of all by the fact that they have even built in a long-term retention device in the form of customisable graphics. That's right, with a copy of the ubiquitous *Deluxe*

"Hired Guns puts an end to one genre, and then looks forward to the games that will follow it."

Paint, you can build in your own characters in the form of dear old Amiga IFFs (DPaint's own file format). Now if that isn't a bunch of developers say-

ing: "Go on, get even more out this game. Get really involved in this!" then I don't know what is.

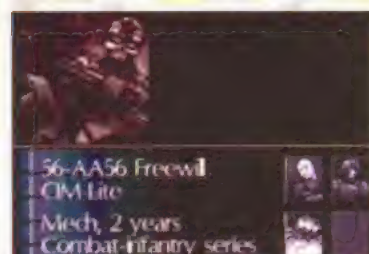
So, aside from all this praise, what's the game about? Well, there is a plot. There are even four manu-



Looks complex doesn't it? Well that's because it is. Each of the four sections of this screen provides you with an option. Most of the options end with your agonising death. Life, it stinks really. Don't it.



George, Ringo, George and John all looking for The Rolling Stones to beat them up? Maybe not, these are your lads (and lasses) off to track down several space dollars worth of meat.



"Hi, my name is Cim-Lite and I'm a cancer. I like shooting, shooting, maiming and shooting."



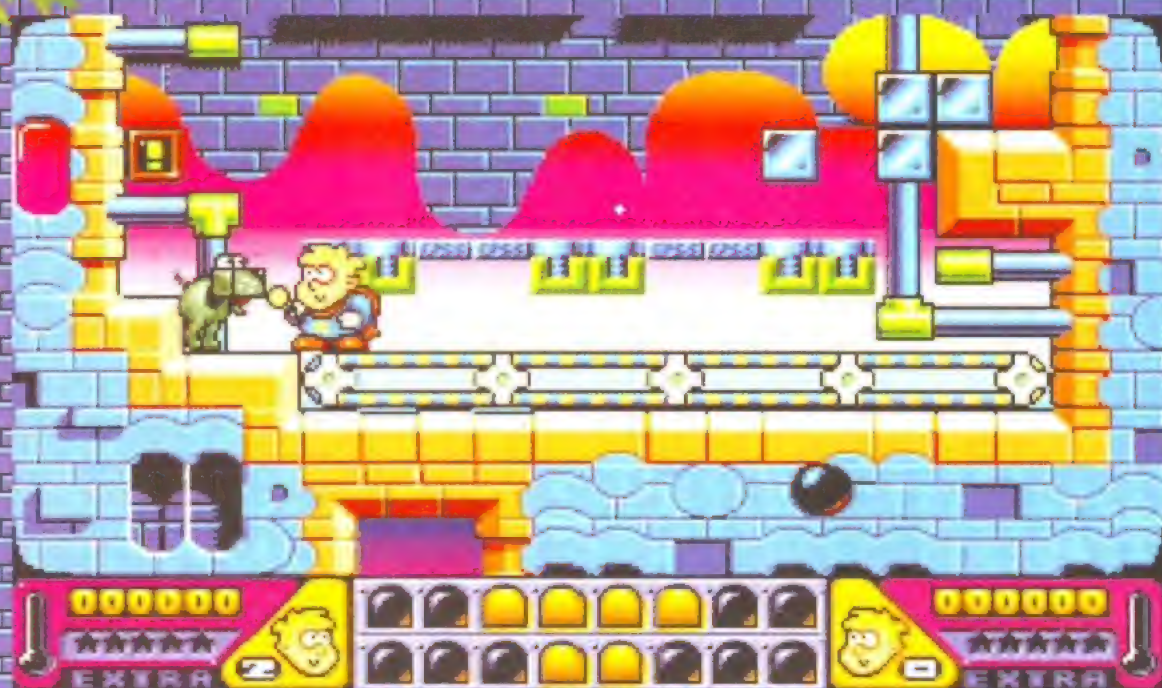
No, not two of Woody Allen's girlfriend's mothers, a couple of your pals are dead!



What do they mean Missing in Action? It should say 'Dead, seriously non-alive. Stuffed. Urgh.'



Escaped at last. Mission completed. Now off for a well-deserved rest and a cocoa. I don't think.



Magic Boy has many methods of moving around the world. For ease, travelling with little effort he hops on to a conveyor belt and zaps anything that gets in his way. Here he stuns 'dog creature' with his wand, then chuckles him down to the dark dungeon where the other captured creatures await their fate.

MAGIC BOY

Magic Boy goes by the name of Hewlett (nothing to do with Packard and printers) and is a cute, caped character who loves to zap the monsters that roam his worlds with his magic wand.

The reason there are monsters there in the first place is all Hewlett's (no I can't go on calling him that - it's just MBoy from now on) fault. Staying behind at Sorcery school one night, this little swot let all of the Grand Wizard's creatures out into the magical landscapes surrounding the school. Now if he's not to get in to mega magical trouble, he's got to get all the creatures back in to the dungeon.

Being an ace student, MBoy is quite adept at outsmarting the creepy creatures, but he meets plenty of pitfalls and tricky traps which can prevent him from keeping his perfect pupil reputation.

The monsters come in a variety of species including flying birds, Ghostbuster-like

green ghouls which bound around waving their jolly-like arms and an assortment of sharks, fish and crabs with oversized claws.

MBoy's weapons change, as does the direction in which he can shoot, depending on which pick-ups he has collected. But he doesn't actually kill the monsters - he just stuns them and stuffs them into his hessian sack before he dumps them in the dungeon.

Now the real trick at getting on in this game is using swift sharp movements because on every level you're racing against the clock. Until all the creatures are locked up, they'll start to escape one by one and you can find yourself whizzing up and down searching for the one that got away.

Jumping about to the tune of *The Sailor's Hornpipe*, MBoy works his way through four worlds - Sand Land, Wet World, Plastic Place and Future Zone - there are two versions of each world and each has eight levels. Each level is com-

pleted by capturing all the creatures, and bonuses can be picked up by stepping on squares which change colour when you land on them. Littered along the landscapes are the usual fare of features such as dissolving or ice platforms, springs, conveyor belts, sticky blocks and trap squares which are safe to walk on, but if you fall on to them, they're lethal.

In looks *Magic Boy* isn't a ten, it's more like a six, but it looks better than it sounds: the jolly *Blue Peter* theme tune soon becomes irritating. Its scrolling is smooth, although if you pull back on the joystick to check out the lower part of the level and then jump up fast, the scrolling doesn't always keep up with you.

Magic Boy is fun and difficult enough to offer most games players great value. And a definite bonus in the value stakes is that Empire have packed the funky *Cool Croc Twins* (AF37, 88%) on to the same disk for free!

Julia Talley 25



Magic Boy doesn't change around once he hits the blocks, sliding along at speed, perfect timing is called for when you jump from block to block.



Springing in to Future Land 2, the trick here is to keep moving, from left to right steadily moving us at the same time.



You can't go to be extra quick, not to be caught out in Wet World 2 - the equation here is to move constantly, change that could state.

MAGIC BOY



PROGRAMMERS

Blue Turtle

PUBLISHER

Empire 081-343 7337

PRICE

£25.99

RELEASED

Out now

GRAPHICS

1 2 3 4 5 6 7 8 9 10

Backgrounds are well drawn, and all the monsters are imaginatively created.

SOUND

1 2 3 4 5 6 7 8 9 10

Often the downside of platformers, this is no exception. Very quickly becomes irritating.

ADDITION

1 2 3 4 5 6 7 8 9 10

With 64 levels to keep you interested it's definitely one you'll have to be dragged away from.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

Great fun that keeps you on your toes because you have to be quick to complete each level.

VERDICT

"Not brilliant, but fantastic fun. It's packed with features which keep you coming back for more. With 64 levels it's great value - and you get Cool Croc Twins for free!"

83%

TFX



"It's more than a straight flight sim., D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW



Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.

Take control of one of three of the finest aircraft money can buy:

Eurofighter 2000

Lockheed F-22

Lockheed F-117 Stealth Fighter

TFX... a simulation at the cutting edge of aerial combat enhanced by unprecedented in-depth research and authentic flight detail. Take on the missions... fight for peace.

PC & COMPATIBLES

PC CD-ROM

MIGA 1200

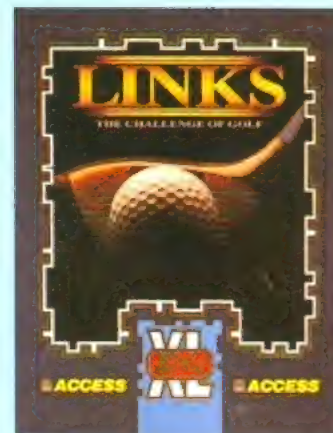
CD32

DIGITAL IMAGE DESIGN

ocean[®]

DIGITAL IMAGE DESIGN

KIXX XL. When you've found eXcellence... why compromise?

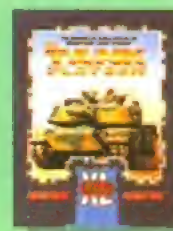


£9.99

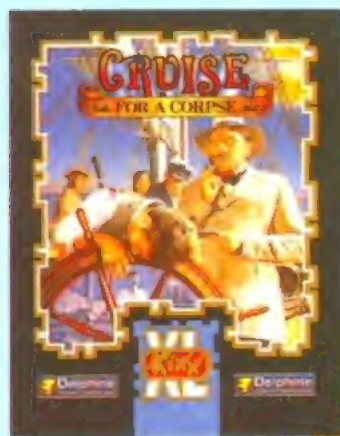
RRP. £16.99 each



RRP £16.99 each



d eXcellence...



CRUISE FOR A CORPSE

Take Part In A High Seas Murder Mystery!

- Question other characters in true Agatha Christie style.
- Completely interactive in full 3-D vision.
- Featuring the Cinematique™ operating system.

Available for
ATARI ST/CBM AMIGA/PC &
COMPATIBLES 3.5"

RRP. £14⁹⁹ each



KNIGHTS OF THE SKY

Aerial Combat And Gallantry In World War I

- Fly 20 planes, every major fighter in WWI
- Accomplish hundreds of missions in 7 categories
- 13 dazzling 3-D perspectives

Available for
ATARI ST/CBM AMIGA/PC &
COMPATIBLES 3.5"

RRP. £16⁹⁹ each



GUNSHIP™

Fly The 21st Century Warrior

- Simulation of high speed, low-level flight
- Superb 3-D graphics
- Multiple real-life missions
- Advanced weapon systems and instrumentation
- Hundreds of hours of entertainment

Available for
ATARI ST/CBM AMIGA/PC &
COMPATIBLES 3.5"

RRP. £12⁹⁹ each



ANOTHER WORLD

An Exciting Graphic Adventure

- Features polygon graphics
- Special effects offer a "cinema" style of gameplay
- Superb music mixed at Delphine's in-house recording studio

Available for
ATARI ST/CBM AMIGA/PC &
COMPATIBLES 3.5"

RRP. £14⁹⁹ each

compromise?

KIXX XL - THE RANGE	Format Availability & RRP'S			Clue Books
Title	Atari ST	CBM Amiga	PC & Compatibles 3.5"	
The Secret of Monkey Island *	£16.99	£16.99	£16.99	£9.99
Eye of the Beholder*	-	£16.99	£16.99	£9.99
Links - The Challenge of Golf*	-	£16.99	£16.99	-
Cruise for a Corpse™	£14.99	£14.99	£14.99	-
Knights of the Sky*	£16.99	£16.99	£16.99	-
Gunship™	£12.99	£12.99	£12.99	-
Another World*	£14.99	£14.99	£14.99	-
Robin Hood*	£12.99	£12.99	£12.99	-
Night Shift™	£12.99	£12.99	£12.99	-
Cybercon III*	£12.99	£12.99	£12.99	-
F15 Strike Eagle II	£16.99	£16.99	£16.99	-
Pirates!	£12.99	£12.99	£12.99	-
F19 Stealth Fighter	£16.99	£16.99	£16.99	-
Indiana Jones and the Last Crusade - The Graphic Adventure	£14.99	£14.99	£15.99	£5.99
M1 Tank Platoon	£14.99	£14.99	£14.99	-
Midwinter	£12.99	£12.99	£12.99	-
Midwinter II	£16.99	£16.99	£16.99	-
Loom	£14.99	£14.99	£14.99	£7.99
Maniac Mansion	£12.99	£12.99	£12.99	-
Operation Stealth	£14.99	£14.99	£14.99	-
Zak McKracken and the Alien Mindbenders	£12.99	£12.99	£12.99	£5.99
Battlehawks 1942	£14.99	£14.99	£14.99	-
Future Wars	£12.99	£12.99	£12.99	-
World Class Leader Board™ - The Series	-	-	£12.99	-

COMING SOON FROM SIERRA

- HOTLES BOOK OF GAMES VOL. I
- LEISURE SUIT LARRY I
- KINGS QUEST I
- SPACE QUEST I
- POLICE QUEST I
- QUEST FOR GLORY I

FOR FORMAT AVAILABILITY CONTACT KIXX

SIERRA



KIXX Units 2-3 Fulford Way, Hellingly, Doncaster, W. YAS 14 46 000 000 000

From the deserts of the Middle East to the killing fields of Cambodia, there's only one plane guaranteed to strike fear in the maddest dictator's heart. Stealth Fighter 2.0 is here...

Flight sims, eh? Most of them are about as exciting as watching the M25 video, or a driver's eye view of the rail journey from Aberdeen to Penzance. They come with manuals the size of bungalows and instructions which you need a degree in Physics to understand. Sheesh! You have to admit, though, that some are rather better than others and MicroProse have earned themselves a fat fortune making games that are just that.

F-117A is the long-awaited sequel to the fantabulous F-19 *Stealth Fighter*, one of the best flight sims ever, and shares *Gunship 2000*'s extremely playable game engine.

For *Stealth*'s second excursion into the world's battlezones, MicroProse have enlisted the help of some of the world's biggest trouble spots - Central Europe, the Persian Gulf, Cuba, Korea and Vietnam - and supply you with an infinite variety of suicidal missions for you to throw your Amiga at.

To make the game-play even more interesting, you also get three levels of conflict - Cold War, where you can be penalised for



Strap yourself in and prepare for one of the most exciting rides in history. The Stealth Fighter is slick, black and looking for a bad time.



Weapons loaded? Check. Fuel on board? Check. Paste and cucumber sandwiches in place? Check. Looks like you're all fired up and ready to go.

F-117A NIGHTHAWK

attacking unspecified targets; Limited War, where you can kind of do what you want as long as no-one finds out about it; and Conventional War, where you can shoot jettisoning pilots, napalm villages and cause people to flutter their order papers at the UN and get rewarded for it.

But hang on. You've got to learn to fly the thing first. F-117A also gives you the option to carry out training missions in all the different theatres of war, so you can get used to the levels of opposition awaiting you, with an infinite supply of ammo and parachutes. This is a pretty neat idea since you're not penalised for ploughing into

hillsides or flying off in a completely different direction all together and going to visit your mum, or something.

Take off and destroy
If you've never played a flight sim before, the sight of all those controls, hot-keys and weapon options can be a bit bewildering, especially when you've just been jumped by a



NATIONAL STEALTH SERVICE

The Stealth Fighter's cockpit contains an alarming display of warning lights, tracking cameras and Head-Up Displays. Here's our guide

HEAD-UP DISPLAY (HUD)

Supplies all flight information: has three modes - Navigation, Air and Ground. Press <F2> to toggle them.

DAMAGE INDICATORS

Warns you of battle damage to crucial flight systems including radar-jamming equipment and bomb-doors.

DEFENCE INDICATORS

Sophisticated array of warning systems warn if you are tracked by enemy radar or under threat from missiles.

ELECTRO-MAGNETIC VISIBILITY SCALE

Tracks how well you're doing at keeping hidden. Even keeping the bomb doors open makes you easier to spot.

TRACKING CAMERA/FLIR INDICATORS

Tracking tells you how far away you are from a given target: while FLIR is an infra-red camera which is activated by pressing <F6>.

FUEL AND THRUST DISPLAY

Tells you how much fuel you have left and how much engine power you are using, expressed as a percentage.

LEFT MULTI-FUNCTION DISPLAY

Your primary navigation equipment. Press <F3> to toggle between Map and Combat views of your aircraft.

RIGHT MULTI-FUNCTION DISPLAY

Navigational tools for waypoints (F7) and mission objectives (F10). Press <F8> to activate remote camera.

EQUIPMENT INDICATORS

Warning lights for bomb bay doors, brakes, flaps, landing gear and automatic pilot are located here.

ARTIFICIAL HORIZON

Used mainly in night-flying to keep the aircraft on an even keel. After all, there's no point flying upside-down.





You begin every mission with a visit to the Briefing Room where you're given a series of waypoints to the target and can have a good look at the opposition you're likely to face.



The stars look on helplessly as your chunk of inky death screams towards its next objective.



With eight different camera views, you know you're always going to be where the action is.



With such a variety of targets, you're going to need even more weapons to destroy them with.



Spend too long gawping at the gorgeous 3D landscape and you may plough into a hillside.



Yowsa! An enemy missile boat takes a direct hit from the missiles you've unleashed upon it.

squadron of MiGs and are in full-flight panic mode. Even if you manage to take off and destroy successfully, there's always a tricky carrier landing in the Bay of Pigs waiting for you on your return. Practice like your life depends on it.

Things are rather less sweet when it comes to doing the missions themselves. You usually have two or three objectives to achieve in a single sortie, so weapons and fuel are often at a premium. Waste all your cluster bombs on Saddam's palace and you have nothing left to chuck at the chemical weapons factory down the road. Some missions don't call on you to use any weapons at all, you just have to fly over specified targets and photograph them for

"F-117A's many missions will have you hammering the baddies until the next real world war starts."

the boffins back at base, while avoiding all the radar-guided missiles homing in on your tail. You can also choose whether to play air-combat or ground strike missions, though most seem to be a mixture of both.

F-117A is the kind of game you're either going to love or loathe. MicroProse seem to churn these things out with alarming regularity and most of them are pretty top-notch, state-of-the-art stuff. This offers you some extremely nifty graphics, night-flying options - complete with twinkling stars and moon - and all the usual slot and remote camera views you expect.

The missions are varied

and become increasingly complex as your skills as pilot and tactician progress, but the Stealth proves to be extremely easy to fly and you're soon zooming around the enemy's airspace like the fighter ace you secretly know you are.

Crasher or coward? Getting yourself safely back to base is a much trickier proposition, especially when you're expected to land on the narrow deck of an aircraft carrier. It takes a fiendish amount of practice to get it right and it's often easier to just bail out or ditch into the sea. Total cowards can opt for the No Crashes option - which at least gets you back on the ground in one piece - but an Autopilot Landing option would have been a much less messy proposition.

Despite these drawbacks, F-117A is very, very good. The 3D graphics are marvellous, the sound effects realistic and the missions will have you hammering the baddies until the next real war starts. This won't be an essential buy if you already own loads of flight sims, but it's a cracking game nevertheless.

Rob Mead



The main menu. Here you can choose a pilot and a theatre of war, or attend a mission briefing.



Being tracked by enemy radar is a big worry. Nuke this one before he launches his SAMs on you.

F-117A NIGHTHAWK



PROGRAMMERS

In-house

PUBLISHER

MicroProse 0454 326532

PRICE

£34.99

RELEASED

Out now



GRAPHICS



Stunning 3D views, night flights and slick animation. Flight sims have never been so realistic.

SOUND



Its all here, from the roar of the afterburners to the worrying sound of incoming SAMs.

ADDICTION



Once you get the hang of it, you're hooked. Try explaining those red eyes to workmates.

PLAYABILITY



It takes a lot of practice to really get in to, but once you're skilled enough, it's brilliant.

VERDICT

"F-117A doesn't have anything new to offer, but provides you with another perfect example of why MicroProse are such undisputed masters of the flight sim genre."

92%



Stoo from Sensible does his Elvis impression.

CANNON



This is disgusting. Appalling. Shameful. This is irresponsible, degrading, vicious, untenable, vile, gross, rotten, dismal and thoroughly despicable.

No matter how much I think about it, no matter how much I try, no matter how much considered brain-working combined with finely honed judgement I put into it, there is no way in which I can rescue the civilian from his cage in one of the scenarios of this massive game in time for this review to go to press.

Believe me, I pleaded with AF's editor to tell the printers to hold their multi-thousand-pound presses for just a few days longer. I lied about having the flu, the plague, the pox, Delhi-Belly, Montezuma's revenge and scabies in order to get a few more days - no a few more hours - to play this damnable computer entertainment. But there was just no way.

Hold on a second. I've just thought of another devious strategy to get the little sprite from his jail. Nip up a few pages to the *Hired Guns* review and come back in a minute. Nope, that didn't work.

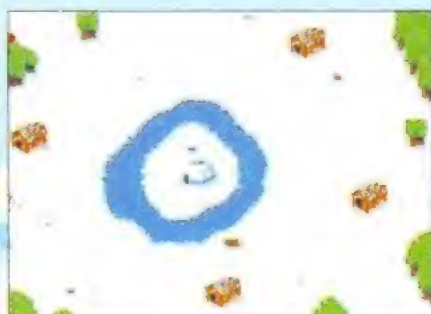
Come on you little bighorn, we've come to rescue you. But oh no, even the children in this marketplace seem to have it in for you. And this screen is just one of the waffler phases.

FODDER



John Hare from Sensible Software as Vera Lynn.

GAME REVIEW



Lovely snowy, wintery scene this one, isn't it? But how do you get off the island and into the enemy huts without dying a horrible death? That's strategy, that is.



Water, water everywhere and most of it infested with enemy troops just waiting to drag you under, blow you up, or shoot you down like a dog.



Vietnam is one of those wars that just will not go away. And this little scenario sees you battling with pungeesticks, hidden mines, and bazookas.



A Skiddoo! Here's a tip for you winter sports fans: If you hit someone with a skiddoo at more than 15mph then they turn the snow a mucky shade of red.



Recognise that island from the pic on the left? Well, this is the big picture. These maps seem to make the whole thing seem more daunting.

either. But that's the kind of hold that *Cannon Fodder* can have on you if you don't watch out. There you are doing something important when "Whammo!" an idea leaps into your by now fried mind as to how to complete one section from one mission. Bye-bye day. Bye-bye really important thing... Hello games mania.

Because, if there's one thing that *Cannon Fodder* has in spades, it's

then here's a quick overview of the action and the plot.

Ready for real war?

Cannon Fodder is a wargame. It is a wargame without statistics. It is a wargame without tediousness. It is a wargame in which people die. That's right, when you lose one of your troops, your are made more than aware of it by the black,

agony while fighting futile little skirmishes for rich oil companies, drugs, money, or other less dignified causes is offensive. At least playing this diversion will keep you out of the army.

Cannon Fodder does not muck around when it comes to violence. Where many other pieces of computer leisure-ware (the term 'computer game' is rapidly going out of fashion in this industry)

emulate films such as *Lethal Weapon*, *Universal Soldier* or *Under Siege* in their sanitised, sentimental, feel-good portrayals of violence, *Cannon Fodder* goes for the *Reservoir Dogs* approach. You're shot. You bleed. You cry out loudly in a most embarrassing and un-TV-like manner. You can take a hell of a long time to stop living. Then, in time of war, you tend to get left where you lie, probably forgotten for a while until the furore is done with. Then maybe forgotten for ever.

For the purposes of this game, you and your mouse fingers are in control of a number of recruits. Their mission [whether

poppy-bedecked screen that lists the names of the dead like a kind of mobile Washington Wall or Cenotaph.

Oh for sure there is a heap of mouse-driven wandering around various backdrops shooting, grenading or rocketing things. Yeah, there are skin-crawling death scenes in which soldiers - their innards doing spastic dances on their uniforms - writhe around on the floor as they wait to be put out of their misery.

And boy is this offensive. But then again, the sight of people writhing around on the floor in

addictability. And if there are two things it has then they are addictability and killer playability.

Like *Lemmings* or *Syndicate*, it discovers a tiny piece of your cerebellum that is most prone to fun, self-sacrifice, problem solving and extreme violence and, I'll say it again: "Whammo!" you're nabbed.

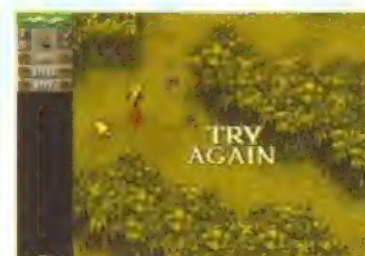
For those of you who haven't given this month's Coverdisk demo a go -



That road looks like a decent enough surface to walk on (oh you fool, you innocent idiot, you sublime dolt)... well, go on then, have a go.



Boom! I'll say it again - "Boom!" God that's satisfying. Was it a civilian hut or the enemy? Are you serious?! Boom! Ha! Ha! Ha!



Whoops. Did you know that in real wars, they don't say Try Again? Isn't life a bitch when you're in khaki?

CHRISTMAS 1993



Boo-hoo-hooo. These chaps didn't make it back. Poor old Rog' - he was a fine lad. Dear old Pussy, she was much loved. Beefy and Howard, on the other hand, were privates. Next!



Huzza and hurrah! West Point and Sandhurst, all of them... well, except Jason, but he is damned useful for lying over the top of barbed wire and for diving on hand grenades.

or not they agree to accept it) is to go into various battle situations and sort out the enemy. This 'sorting out' process involves destroying buildings, expunging the opposition, rescuing occasionally unwilling civilians, and surviving intact.

If this final condition is met, then your troops are hoofed up a rank.

This has the tripartite purpose of (a) making them and you feel good; (b) upping their intelligence, reflexes, speed and ability to move around the terrain in the optimum manner; (c) giving them really good-looking grave stones when they eventually meet the inevitable shell that is emblazoned with their signature.

Because that's what happens at the end of an unsuccessful mission. You are returned to the distinctly sparse and obviously Sensible recruitment screen, and on the hillside behind the queues of eager young grunts

preparing to don the khaki and do battle, you will see loads and loads of small white crosses marking the number of war dead

you've managed to produce.

Of course, the higher the rank of the corpse, the more impressive the tomb marker. Neat eh, gamesters?

But enough of this ironic stuff. This is a game review here, and the powers that be don't want all this

heavy stuff. What's the gameplay like? Bloody brilliant mate! That's what. Easy. Too right it's easy. For a start it's mouse-driven, so even if you've never considered buying a joystick, you can still play it. Right button to walk. Left button to fire. Right and left to throw something that goes boom.

There's a map at the lower left of the screen to give you some handle on where you are and what you've got to do - it also pauses the game, tipsters.

Then there are the scenarios. As Sensible Supremo Jon

Hare admits, the graphics are utilitarian. They do their job very well indeed, setting atmosphere and (thank goodness) using up most of the screen. Your little guys (and lasses, who can tell what sex they

complete one of the later or middle missions, not only have your troops improved, but you've also come away a better player. OK, so your nerves will be shattered and you will have had very little sleep for quite a while, your mouse hand will be twitching in a deeply worrying manner, and you will probably be giggling under your breath, or whispering: "Eat that!" or "Die pig!" or "Go on Tubby, chuck the grenade!", but you will have finished a mission.

The more you get into this game, the more adept at it you become and the more dangerous the little 'uns become. This gradual curve, in tandem with the fast reactions and intense problem-solving abilities you have to invoke, goes to place this as a classic in the making.

Can you keep in control?

We'll have to wait a year to see whether it lasts the course. I would still have liked to ability to customise names, to hard disk install, and for the control of the skidoos and the tanks to have been a little easier. But I can see this magazine, for one, printing map after map for some very frustrated gamers in the next few months.

And, despite what the tabloid press (well, *The Star*) have to say about the 'shameful' nature of this game - Sensible

used pictures of the commemorative poppy on the original packaging and in-game graphics (the graphics have now been changed), this is possibly the most anti-war game I've seen in a while. So have fun with it.

Tim Smith



Erm... well, yes... ahem. Gravestones. Lots of them. Fortunes of war, old man.

CANNON FODDER



PROGRAMMERS
Sensible Software

PUBLISHER
Virgin Games

PRICE
£29.99

RELEASED
Out now



NEEDS 1 MEG

GRAPHICS

Classic Sensible. Great backgrounds. Excellent characters. Plenty of necessary detail.

SOUND

A theme tune that sticks in your head, sound effects that work a dream - superb.

ADDICTION

It will keep you playing and playing for weeks and weeks.

PLAYABILITY

It wouldn't be that addictive if it wasn't one of the most playable games for a very long time.

VERDICT

"Violent, yes! Extremely thought provoking. Highly enjoyable foray into the intelligent side of wandering around the place and doing it to them before they do it to you."

95%

TORNADO

Imagine the thrill...



Now experience it...

200 ft. 600 kts. You lead a formation of six Tornados deep into enemy territory. Terrain following system on. Mission planned to the last detail. Split second timing for a synchronised attack with pin-point accuracy. Discover what real Tornado pilots mean by a "target-rich environment". Go it alone or take the squadron - the choice is yours. Tornado. Unbeatable.

- From simulator training to multi-mission campaigns
- Unsurpassed real world detail
- Laser-guided bombs, JP233, Alarm, and more!
- Unequalled authenticity
- Night flying & low visibility
- 2 player head-to-head



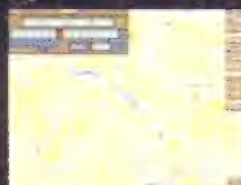
Pilot's cockpit



Stunning detail



Navigator's cockpit



Sophisticated mission planning



Awesome missions

PC Screen Shots

CD ROM - £49.99

IBM PC - £44.99

Amiga - £34.99

Atari ST/STE - £34.99





There's something comforting about playing *Turrican 3*. It's a bit like bumping into a casual acquaintance you haven't seen for years, going for a beer, reminiscing about old times and discovering that despite superficial changes, you're pretty much the same people deep down. If that acquaintance was Bren McGuire, the hero of *Turrican 3* the conversation would probably go like this:

"So Bren, what you up to?"
 "Same old thing, mate - ridding the universe of an alien scourge."
 "That sounds interesting."
 "It's got its moments. Doesn't get any easier, though - 15 levels this time. The first few are OK once you've got the general idea, but it gets a bit hairy towards the end. I've



If you were confronted by a big green thing with a cannon, you'd probably not know where to turn. This is all in a day's work for Bren.



The cockroachy thing on the right is easy enough to deal with, but the green armadillo is a persistent little bleeder.

This caterpillar thing is really annoying. You're trapped in the corner of the screen, you can't run away, and Bren's firepower seems to have little effect... but you have to destroy it somehow. Otherwise, it continues to swoop down to the floor and hammer you to pieces. Then the answer



got some impressive fire power, though. It's not so much the action as the tactics that cause problems. One wrong turn and you've had it, especially because you're up against the clock."

"Another beer, Bren?"
 "Got to fly; promised the missus I'd pick up a pizza."

Turrican 3 falls into the 'action packed platform romp' genre, and as such involves

dawns on you: the 'energy wheel' roll. Bren turns into a moving ball of pure power and blasts the pesky bug to bits.



This awesome firepower comes courtesy of the *Turrican* Assault Suit which Bren slips in to before starting his adventure through 15 worlds

TURRICAN 3

lots of shooting, blasting, jumping on to lifts, swinging across gaping chasms and collecting things, in much the same way as the popular *Turrican* (88%, AF13) and *Turrican 2* (80%, AF20).

The beasties that look like cockroaches on stilts are easy to handle, but the large green cannon-firing beasties and the crabs take a bit of a blasting before they curl up and die. But Bren's no fool and he's well tooled up with plasma bolts, homing missiles, deflector shots, smart bombs and an energy wheel, which involves him turning into a rolling energy mass and wasting everything that comes near.

littered with hazards, chasms, bonuses and watery bits.

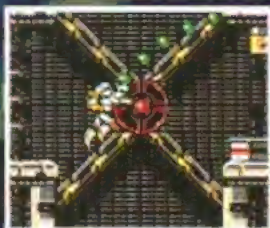
On top of this, you've also got the plasma rope - handy for exploring the bits that Bren can't leap to and swinging across things. It's a touch tricky to control at first, but with practice you'll be swinging around with abandon.

But lots of shooting and swinging do not necessarily a great game make. *Turrican 3* is fun. It's tricky and frustrating enough to keep you glued to your Amiga for a fair while,

but there's nothing outrageously original about it.

Bren is a solid, reliable character, and so is the game. It's good, it's just not that good.

Richard Jones



Hot stuff. Bren mops his brow before continuing on his quest to rid the universe of virtually everything in sight.

TURRICAN 3



PROGRAMMERS

Peter Thierolf, Thomas Engel (Factor 5)

PUBLISHER

Renegade 071-481 9214

PRICE

£25.99

RELEASED

Out now

GRAPHICS

1 2 3 4 5 6 7 8 9 10

Nothing to get too excited about. Consistently adequate but only occasionally exceptional.

SOUND

1 2 3 4 5 6 7 8 9 10

Rousing epic stuff, zaps and crashes. Bren probably listens to Dire Straits at home.

ADDITION

1 2 3 4 5 6 7 8 9 10

Easy to pick up, difficult to put down. A compelling shooty, blasty, jumpy sort of thing.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

The plasma ropes take a bit of getting used to, but the rest comes naturally.

VERDICT

Although it doesn't introduce any new concepts to the platform shoot-em-up theme, *Turrican 3* is a well-crafted enjoyable game that hits all the right buttons.

77%

HE'S BACK!...

ZOOL™



In association with Chupa Chups



The World's Best Selling Lollipop



ZOOL, and his female companion ZOOZ, face a challenge which will test the knees of the toughest Ninjas in this state of the art

PLATFORM ARCADE ACTION

sequel, KROOL, and his

accomplice MENTAL BLOCK are

once again out to wipe imagination from

the face of existence. Playing ZOOL or ZOOZ fight

your way through SIX massive levels of hugely varied and enjoyable

gameplay. Meet ZOON, a two headed alien dog, one head stupid, the

other highly intelligent.

*"The classic sequel to 1992's biggest selling
Amiga game".*

Available on: AMIGA/A1200

a different kind of animal

...and this time he's got company!



GREMLIN GRAPHICS

SOFTWARE LTD CARVER HOUSE

2-4 CARVER STREET SHEFFIELD

S1 4PS TEL 0742 753423

ZOOL © 1993 GREMLIN GRAPHICS SOFTWARE LTD. ALL RIGHTS RESERVED

THE SETTLERS

There's more to the Germans than BMWs, Apfel Strudel, big sausages and wicked beer. They also make some cracking games, as Rob Mead discovers.



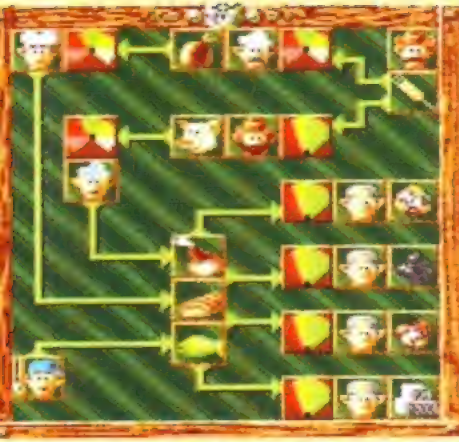
"I'm as happy as a pig in mock." "You try telling that to Purky. He's off to the butcher's later"

"Mabe? Have you been using my axe to cut your hair again?"

"Ere heet, what's that you're carrying under your arm?" "It's a boil." "Got any spare?"

"Entschuldig, hast du meine vollkomm Breichen gesehen?" "Ya, sie sind im Kinn." "Danke!"

The Settlers intro sequence takes up three disks and looks fantastic.



The farmer grows the wheat, the miller makes the corn, the baker makes the bread. It's all part of the economic cycle on which you ride.

Fed up with the nine-to-five routine? Then why not sign up as the leader of a completely new civilisation – a people with an overwhelming desire for money, food and somewhere to park their pork. Erm, pigs, that is.

Settlers is the latest game from *History Line* and *Battle Isle* programmers Blue Byte. This time around, though, the German Wunderkinder have turned their backs on their war-like past and opted for something altogether more 'wholesome'.

You control a tribe of settlers whose aim is to establish a harmonious and successful economy filled with bakers, pig farmers and fishermen. Naturally, you also have to be prepared to defend your fledgling civilisation against attack and indulge in the occasional spot of warfare to prevent your opponents hogging all the best land.

Can't stand craving

The game is based on the theory of supply and demand. The greedy knights who defend your civilisation have a constant craving for gold which you must meet. Producing the gold involves a network of 25 sets of workers who all depend on each other to get their jobs done. The farmers grows the wheat for the

miller, who turns it into flour for the baker, who makes the bread which the ore miner eats to give him the energy to get the gold. The mined gold is then passed on to a merchant who smelts the gold with a little help from his friends the coal miner, tool-maker and steel maker. With the potential to have up to 64,000 characters on-screen simultaneously, you have quite a feat on your hands.

There's a constant demand for new roads, new buildings, fresh resources, mines and boats, so you have to be a dab hand at juggling competing demands made of you. You also soon discover that simple mistakes can prove costly – over-ambitious expansion in the early stages can mean you run out of resources later when you need them most.

To help you sort out the whole complicated mess, you're presented with a series of tables and statistics giving you all the latest information about your tribe. You can adjust the flow of goods at any time and can even opt to make your knights more or less aggressive depending on how war-like you want to be.

It may sound as much fun as a lecture on monetary policy from Norman Lamont, but in fact nothing could be further from the truth. *Settlers* is packed to the gills with originality, humour and playability.

Blue Byte have injected each worker with his own personality, so it's easy to tell them apart when they're wandering around the screen – the carriers wave at each other and stick pigs under their arms for delivery to the butchers, boatmen row their way across the lakes and you can see bakers and toolmakers fashioning their goods in the windows of their shops.

The battle sequences have a very cartoony feel with each tiny character performing leaps and twirls to evade the other's sword thrusts. Even when beaten, you're not treated to

some bloodthirsty gut-spillage, but a cutesy waddle away from the scene of battle. The only disturbing bit is when you see your buildings going up in flame *Populous*-style – when an enemy encroaches on to your land.

Oozing atmosphere

Graphically, *Settlers* is superb. From the 3Mb intro sequence to the isometric *Populous*-style gameworld, the game oozes quality with smoothly animated worker sprites, rippling pools of water and rustling trees adding to the atmosphere. The sound effects are great too, and change as you move around the screen – get near to a lake and you hear the sound of waves lapping the shore, skip over to the farm and you get oinking pigs.

If that's not enough, it also features 50 different missions and a two-player mode where you can battle either against each other or jointly against an Amiga-controlled opponent. You can change the size of the game world, although you will find saving larger worlds difficult if you don't own a hard drive since they need at least 1.6Mb storage space.

But one of the best things is that it only needs to load once. There's no disk-swapping and hardly any disk-accessing – *Settlers* is a joy to play on even the largest game world.

Rob Mead



You can see how well you're doing by checking the in-game statistic tables. This one tells you how much coal you're producing.

THE SETTLERS



PROGRAMMERS

Blue Byte

PUBLISHER

Kompart 0727 868005

PRICE

£34.99

RELEASED

December



GRAPHICS

1 2 3 4 5 6 7 8 9 10

From the cartoony intro to the superbly animated gameplay, it's gorgeous graphics galore.

SOUND

1 2 3 4 5 6 7 8 9 10

Wind whistles through the trees, waves lap on the shore and pigs snort. Marvellous.

ADDITION

1 2 3 4 5 6 7 8 9 10

From the first woodcutter's hut, you're hooked. It's cute, funny and incredibly playable.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

50 missions and a storming two-player option will keep you going until next Christmas.

VERDICT

"Wow! This game has it all – great graphics, superb sound effects and tons of playability. *Settlers* has to be a major contender for the game of the year award."

94%

HOME SWEET HOME

Everybody's got to be somewhere – all the workers need somewhere to live, so here's our guide to the 12 most important dwellings in *Settlers*.



FORESTER
Plants saplings to replace those harvested by the Woodcutter.



STONE CUTTER
Searches the land for stone to shape into blocks for new buildings.



GUARDROOM
Enables you to expand and defend your fledgling empire.



WOODCUTTER
Chops down trees for use in new buildings, tools and weapons.



WINDMILL
Grinds wheat into flour for bread.



FISHERMAN
Part of the food chain which supplies grub to the mineral miners.



BOATYARD
Builds boats for those crucial ferry crossings over Settler's lakes.



BUTCHER
Another part of the food chain, supplying bacon to the miners.



ARMOURER
Manufactures swords and shields for use by your knights.



STEELWORKER
Uses the ores collected from the mines to make pig iron.



SAWMILL
Turns raw tree trunks into planks for use in construction.



BAKER
Turns processed flour into bread, then sends it out to the miners.



GAMES MASTER

Sega! Nintendo! Amiga! More!

FIGHT!

14 PAGES

OF FISTING FURY

Step outside
with Rise of
the Robots,
Robocop vs.
Terminator,
World Heroes,
Super SF2
and more

REVIEWED

Elite 2, Sonic
Spinball, Aero the
Acrobat, Super
Empire Strikes
Back, Cannon
Fodder, Zelda 4

TIPPED

Aladdin,
Jurassic Park,
Thunderhawk

3DO!

Wonder machine
or not? We decide



12

Future
PUBLISHING

4
CHANNEL FOUR
TELEVISION

We're
Britain's
top-selling
games magazine!

£1.95

Issue Twelve December 1993

For The Cheapest Hardware Prices Around Look No Further.....



COMMODORE AMIGA A600 LEMMINGS PACK 1/0

WITH DELUXE PAINT 3 AND
LEMMINGS GAME, BUILT-IN TV
MODULATOR, MOUSE,
WORKBENCH 2.0, 1 MEG RAM
EXPANDABLE TO 10 MEG, 1 YEAR
IN-HOME SERVICE WARRANTY.
SAVE £50.....174.99

COMMODORE AMIGA A600 LEMMINGS PACK 1/0 AS ABOVE

WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR AND
SCART LEAD. SAVE £70.....354.99



COMMODORE AMIGA A1200 LEMMINGS PACK 2/0

WITH NIGEL MANSELL,
TROLLS, DELUXE PAINT 3
AND LEMMINGS MOUSE,
BUILT-IN TV MODULATOR, 2
MEG RAM EXPANDABLE TO

10 MEG, 32 BIT 68020 14 MHz PROCESSOR, AGA GRAPHICS
CHIPSET, WORKBENCH 3.0, 1 YEAR IN-HOME SERVICE
WARRANTY. SAVE £80.....264.99

COMMODORE AMIGA A1200 LEMMINGS PACK 2/0 AS ABOVE

WITH OVERDRIVE 85MB HARD DRIVE ... 364.99

COMMODORE AMIGA A1200 LEMMINGS PACK 2/0 AS ABOVE

COMPLETE WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR
AND SCART LEAD. SAVE £35.....439.99

COMMODORE AMIGA A1200 LEMMINGS PACK 2/0 AS ABOVE

PLUS OVERDRIVE 85MB

HARD DRIVE COMPLETE WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR
AND SCART LEAD. SAVE £150 ON RRP.....639.99



COMMODORE AMIGA A1200 DESKTOP DYNAMITE PACK

WITH WORDWORTH 2.0 AGA
WORD PROCESSOR, DELUXE
PAINT IV, PRINT MANAGER,
OSCAR AND DENNIS, MOUSE,
TV MODULATOR, 2 MEG RAM

EXPANDABLE TO 10 MEG, 32 BIT 68020 14 MHz
PROCESSOR, AGA GRAPHICS CHIPSET, 1 YEAR IN-HOME
WARRANTY. SAVE £50.....299.99

COMMODORE AMIGA CD-32 CONSOLE



WITH
OSCAR AND DIGGERS GAMES.
CD BASED CONSOLE WITH AMIGA
A1200 POWER, 256,000 COLOURS
FROM 16 MILLION, FAST 68020
PROCESSOR, 2 MEG RAM AND 11
BUTTON JOYPAD. CAN PLAY AUDIO
CD'S AND CD+G DISCS.
SAVE £14.....285.99

COMMODORE AMIGA CD-32 AS ABOVE

COMPLETE WITH SONY 14" FST KVM1400 COLOUR
TV/MONITOR AND SCART LEAD. SAVE £43 ON RRP.....465.99

COMMODORE FULL MOTION VIDEO ADAPTOR FOR CD-32
(VIDEO-CD MPEG ADAPTOR).

GIVES THE CD-32 THE CAPABILITY OF RUNNING VIDEO FROM CD
WHEN THE SOFTWARE BECOMES AVAILABLE.....199.99

AMIGA A1200 HARD DRIVES

SAVE UP TO
£50 OFF RRP



OVERDRIVE HIGH SPEED HARD DRIVES FOR A1200.
EXTERNAL DRIVE STYLED TO MATCH AMIGA. PLUGS
INTO PCMCIA SLOT. EXTERNAL PSU. SEAGATE DRIVE
UNIT ("THE FASTEST DRIVE EVER REVIEWED BY CU").
INCLUDES CIVILISATION GAME AND AQ TOOLS
SOFTWARE. 1 YEAR WARRANTY.

OVERDRIVE HARD DRIVE 85 MB199.99

OVERDRIVE HARD DRIVE 170 MB259.99

OVERDRIVE HARD DRIVE 250 MB299.99

SCART TELEVISIONS & MONITORS



COMMODORE 1084S
COLOUR MONITOR STEREO
SOUND, OFFICIAL UK VERSION.
INCLUDES AMIGA MONITOR LEAD AND
1 YEAR WARRANTY. ... 179.99



COMMODORE 1940 MONITOR
SUPPORTS SVGA AND ALL AMIGA 1200
AND 4000 GRAPHICS MODES. 0.39"
DOT PITCH, 14" DISPLAY, BUILT IN
STEREO SPEAKERS FOR QUALITY
SOUND. OFFICIAL UK VERSION.
PC LEAD WITH AMIGA ADAPTOR
INCLUDED. 284.99



GOLDSTAR 14" TELEVISION
WITH REMOTE CONTROL AND SCART
INPUT. FREE SCART LEAD
(STATE AMIGA, MEGADRIE OR SNES)



154.99

SONY KVM1400 14" FST

COLOUR TV/MONITOR WITH

REMOTE CONTROL.

60 CHANNEL TUNING, REAR SCART

INPUT, HEADPHONE SOCKET, TWO

POSITION TILT, BLACK TRINITRON

SCREEN, LOOP AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIE OR

SNES).194.99

SONY TV (GREY)194.99

SONY TV (WHITE)194.99

SONY TV WITH



FASTEXT OPTION

PHILIPS 15" FST COLOUR

TV/MONITOR

WITH TELETXT AND REMOTE

CONTROL. MODEL 15PT161A. AUTO

PROGRAMMING, FRONT AV SOCKETS.

REAR SCART INPUT, 2 YEAR

WARRANTY, TELESCOPIC AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIE OR SNES)

SAVE £15 OFF RRP

234.99

PRINTERS

CANON BJ-10EX BUBBLE JET PRINTER

64 NOZZLE, 80 COLUMN, 83LO CPS 2LO/1 DRAFT FONT, 1 YEAR WARRANTY,
FREE PRINTER LEAD. A SMALL, PORTABLE PRINTER, VERY QUIET IN
OPERATION YET GIVING OUTSTANDING PRINT QUALITY.199.99

CANON BJ10 SX BUBBLE JET PRINTER

64 NOZZLE, 80 COLUMN, 110LO CPS 2LO/3 DRAFT FONT, 1 YEAR WARRANTY,
FREE PRINTER LEAD. A SMALL, PORTABLE PRINTER, VERY QUIET IN
OPERATION YET GIVING OUTSTANDING PRINT QUALITY. FASTER AND
QUIETER THAN THE BJ10EX215.99

CITIZEN SWIFT 90C COLOUR PRINTER

9 PIN, 80 COLUMN, 240CPS/54NLO, 6NLO FONTS, 2 YEAR WARRANTY, FREE
PRINTER LEAD. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER
HANDLING FUNCTIONS.184.99

CITIZEN SWIFT 200C PRINTER + COLOUR KIT

24 PIN, 80 COLUMN, 216CPS/2LO 6 LO/1 DRAFT FONT, AUTO SET FACILITY,
INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR
WARRANTY/FREE PRINTER LEAD.216.99

CITIZEN 240C PRINTER + COLOUR KIT

24 PIN, 80 COLUMN, 240CPS/80LO, 9LO/1 DRAFT FONT, 2 YEAR WARRANTY,
FREE PRINTER LEAD. ADVANCED VERSION OF 24E WITH AUTOSET FACILITY
AND LCD CONTROL PANEL259.99

EPSON LQ100 PRINTER

24 PIN, 80 COLUMN, 250 CPS/72 LQ, 8 FONTS (2 SCALEABLE), QUIET 50DB
NOISE LEVEL, EASY TO USE CONTROL PANEL, FREE PRINTER LEAD. 1 YEAR
WARRANTY. EXCEPTIONAL QUALITY LOW COST 24 PIN PRINTER164.99

EPSON STYLUS 800 INKJET PRINTER.

48 NOZZLE, 80 COLUMN, 150CPS LQ, 360DPI RESOLUTION, 4 SCALEABLE
FONTS, LOW RUNNING COSTS, EASY TO USE CONTROL PANEL. FREE
PRINTER LEAD. 2 YEAR WARRANTY259.99

PHONE FOR A FREE COLOUR CATALOGUE 0279 600204

CHRISTMAS SEGA MADNESS

ALL GENUINE UK VERSIONS

MEGADRIE 2 + ALADDIN + 2 CONTROL PADS112.99

MEGADRIE 2 + SONIC 2 + 2 CONTROL PADS112.99

MEGA CD 2 + ROAD AVenger229.99

GAME GEAR + COLUMNS69.99

GAME GEAR + CHAMPIONSHIP TENNIS.

+ PENALTY KICK + COLUMNS FLASH

+ PAN AMERICAN ROAD RALLY87.99

CHRISTMAS NINTENDO MADNESS

ALL GENUINE UK VERSIONS

SUPER NINTENDO + STARWING

+ 1 CONTROL PAD112.99

SUPER NINTENDO + MARIO ALL STARS

+ 1 CONTROL PAD112.99

SUPER NINTENDO + STREETFIGHTER TURBO

+ 1 CONTROL PAD122.99

GAMEBOY + FREE KONIX HOLSTER39.99

GAMEBOY + TETRIS + HEADPHONES + BATTERIES +

TWO PLAYER LEAD + FREE KONIX HOLSTER49.99



Special Reserve Members Receive



Bi-monthly Colour Magazine
each issue contains

£30 Worth of XS Coupons

Big Competition with

up to £10,000 in Prizes

Huge Selection of Products

Best Possible prices

Amazing Special Offers

Official Dealers for
Sony, Sega, Nintendo, Citizen, Star,
Electronic Arts, Microprose, US
Gold, Ocean, Acclaim, Psygnosis,
Gremlin, Mindscape, Virgin and all
leading producers of games and
peripherals

We only supply members
but you can join as you order!

Over 180,000 people have already joined Special
Reserve, the biggest games club in the World!

0279 600204

Open 10am til 8pm Seven Days a Week

Order/Confirmation/Receipt sent for every order

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines)
inevitably some games listed may not yet be available. Please phone sales on
0279 600204 to check availability before ordering. In the event of delay we issue
refunds on request at any time prior to despatch. We reserve the right to change
prices without prior notification. E & O E

Registered Office: Inter-Medias Ltd, 3 South Bank, The Mallings,
Sawbridgeworth, Herts. CM21 3PG
Club Shops at Sawbridgeworth (above address) and at
43 Breconville Rd, Chelmsford, Essex.

All prices include VAT and carriage to UK mainland. See base of order form for
overseas surcharges. We supply hardware only to UK mainland addresses.

**FOR FULL CLUB DETAILS
AND ORDER FORM SEE
OUR DOUBLE PAGE
ADVERT ON PAGES
12 & 13 IN THIS ISSUE OF
AMIGA FORMAT**

We only supply official UK products. Official suppliers of all
leading brands. We sell games and peripherals all at
amazing prices for Megadrive, Mega CD, Master System,
Game Gear, Super NES, Gameboy, NES, Lynx, Amiga,
Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts
and cuddly toys!

Special Reserve Club Shops at:
Sawbridgeworth, Herts and Chelmsford, Essex

**NEW CLUB SHOP OPEN
IN CHELMSFORD, ESSEX**

PRIME MOVER



Most of my memories of riding motor bikes involve breaking down on country roads in sub-zero temperatures, running out of petrol and falling off.

So what a joy it is to be able to race around 12 of the world's most famous circuits in the comfort of a nice warm room, without a care about running out of fuel or grazing your knees. At least it would be if only *Prime Mover* was just a little bit more exciting.

True, you can zoom around the circuits at breakneck speed; yes, you have a choice of five bikes with the suitably daredevil racer names of Firebird, Hellcat, Hurricane, Nitemare and Rogue; and certainly, the graphics and sound effects are impressive enough, but despite all this, *Prime Mover* somehow fails to get the adrenaline racing.

You go round the tracks, you overtake other bikes, get overtaken, hit things (but never, not ever do you fall off), finish the race, and, if you

The Rogue canters along at a fair old pace, especially if you choose automatic gears, and keep the rev counter red-lining.

score enough points you progress to the next round.

You can choose your rider from a gallery of mugshots and enter his or her name, age, weight and height and you can also take various options for accelerating and changing gear, or you can go for automatic shift.

A word of warning here, if you're using the joystick Up and Down option to change gear, it's all too easy to jump a cog when you're banking into a corner. Not that this is a fault of the game, it just takes a bit of getting used to and making a judicious choice of joystick would alleviate this minor inconvenience.

Prime Mover lacks a two-player option and spectacular crashes, but other than that, it is a perfectly ordinary racing game.

If you want an adequate motorbike game, look no further, but if you want a white-knuckle inducing, speed-freaking, adrenaline-pumping, turbo-charged experience, you may be disappointed.

Richard Jones ☺

PRIME MOVER



PROGRAMMERS

Activision

PUBLISHER

Psygnosis 051-709 5755

PRICE

£29.99

RELEASED

Out now



69%

JETSTRIKE

Jetstrike Ssh! Don't look now but some of the world's biggest nutters have just walked in the door. The man with the moustache and the funny handshake is leader of a Third World dictatorship, the guy with the briefcase is an arms dealer. Traffic Wardens? Yes, there are some of them here too. All these psychos are members of SPUDD, a secret society with an evil intent – the tyrannical rule of the planet Earth. And you're the only one who can stop them.

Jetstrike is an arcade shoot-em-up which enables you too fly 39 different types of aircraft on over 100 individual missions against the

dastardly SPUDD. You get to fly everything from attack helicopters to Stealth Fighters, and Spitfires to stunt planes, with just two slight catches.

Firstly, they've been lent to you by sympathetic governments on the understanding you'll look after them. Secondly, most of them have a complete lack of ejector seats or parachutes. Gulp!

Things don't get any easier when you see what you're expected to do. The action is viewed from a third-person perspective – no cockpit views here. This means you can't see what you're flying towards most of the time and you must rely on extremely risky hedge-hopping techniques and a crappy radar system. Strangely, the plane handles them like a normal aircraft. You push the joystick up to dive, pull it back to climb when you expect it to be the other way around given the perspective. This means you make more than your fair share of mistakes, especially when it comes to sticking your kite on the Tarmac.



If you get fed up with all the gung-ho baddie-baiting you can always challenge your pals to a test of flying prowess in the Aerolympics.

Once you've mastered the tricky controls and got used to the weird viewpoint, *Jetstrike* actually proves quite rewarding. There's a lot of variety in the missions, from bombing runs, to complicated dogfights, carrier landings and personnel drops. The huge number of different aircraft also makes this game more fun to play – the helicopters are easier to fly, but are pretty useless in dogfights against SPUDD jet fighters, for example.

The graphics are nothing stunning, there's very little peripheral action on-screen, and the plane sprites are small and very sparsely detailed. It reminds me of the kiddie combat sequences in *Ancient Arts of War in the Skies*, rather than *F-19*, but it's great fun nevertheless. The sound effects are especially convincing with some tasty aircraft samples and ear-splitting explosions.

Rob Mead ☺



Armed to the teeth with a Russian Kamov helicopter and a tasty selection of attack weapons you pile into a SPUDD convoy.

JET STRIKE



PROGRAMMERS

Rasputin

PUBLISHER

Alternative 0977 797777

PRICE

£25.99

RELEASED

Out now

71%

A Piece of the *Action*

**CLASSIC TITLES
GREAT VALUE**



PC Screen shots



ASHES OF EMPIRE
"An extremely
engrossing & satisfying
experience"
PC Format 81%



**ONLY
£16.99**



PC Screen shots

RAILROAD TYCOON
"A railroad game that's a
treat for strategists"
CUAmiga 91%



Available from leading
retail outlets. In case of
difficulty phone 0276 684959

**CLASSIC
TITLES FROM**



PC Screen shots

SILENT SERVICE II
"Absolutely the best
submarine simulation
there is" PC Zone

**AVAILABLE ON AMIGA
& IBM PC FORMATS**



The period of British history between 1455 and 1483 is known as The War of the Roses – indeed, you may have seen the film starring Kathleen Turner and Michael Douglas. And in 1974, a board game about that period of history was introduced with the title of *Kingmaker*. Now it's time for the bloody war battles to appear live and direct on your Amiga. This is your chance to rewrite the already muddled annals of mediaeval history.

KINGMAKER

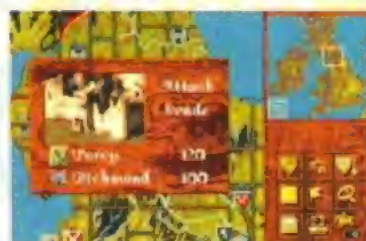
Brief history lesson. The Hundred Years War with France ends in ignominy for the English king. Some of the folk in the kingdom are a tad peeved and decide that a new king wouldn't be an altogether bad idea. Naturally, the king's a bit reticent in the departure lounge. Then a Tannoy announces that the House of York are gathering together a major posse, while the House of Lancaster are fairly busy in the old 'getting some chaps together' department. And so it kicks off for a few years.

Right royal adventure

Kingmaker is a point 'n' click strategic adventure game in which the ultimate aim is to be in control of the one surviving royal piece, becoming, in the process, undisputed King (or Queen) of England. To do this, you must capture an heir and kill all his rivals before getting him crowned



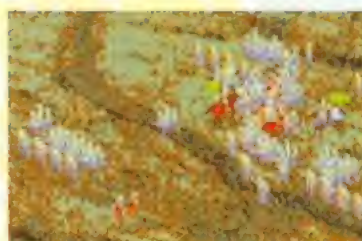
Gather your armies, sire, and prepare to battle. There, that sounds like the sort of thing they would have said.



You're 'oop north', and now is your chance to attack. The choice, as they say, is yours.

King in a cathedral. It's not as easy as it sounds.

All the historical personalities in the game are factual (you'll have to take US Gold's word for it) and you control a faction of nobles – you can also choose how many factions you wish to face (between one and five). Other options include two difficulty levels, and the enchantingly named 'Advanced Plague' when infection can break out across towns, cities, ports and the countryside. It can



Animated graphic interludes add to the 'feel' of *Kingmaker*, and very impressive they are.

even kill the royals. Cue demonic laughter. Aha ha ha ha. Aha.

There is an Autohelp facility which provides help and advice on all facets of the game – useful for those who are new to strategy games, and for those that haven't got a clue what's going on.

Taking a pasting

But the path to righteous justice is not smooth. The Plague can be a pest, peasants can revolt, and vast armies can give you a pasting. Control is via mouse and keyboard, and after the initial learning process, the icons become familiar. The 150-page manual is packed with historical info and it's one of the few I've enjoyed reading from cover to cover.

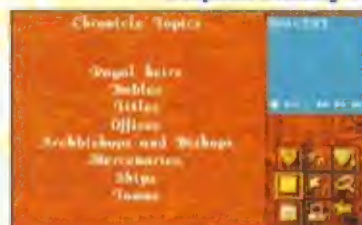
Kingmaker is not purely icon clicking – there are graphic interludes and you can control the visual combat scenes using the mouse. Similar to a board game in that you move, and then your Amiga counters it, *Kingmaker* is an enjoyable, if bloody, romp through one of England's most turbulent periods. Even though it is well researched £38 is a tad too steep for even the most enthusiastic battler.

Stephen Bradley



Tactics are the order of the day. Only the foolhardy would attempt to attack the enemy without any form of strategy.

The war actually started in William Shakespeare's back garden while he wrote *Henry IV*, apparently.



My Lord. Didst thou not do thy grabs on the Action Replay cartridge? No sire, sorrow is mine.

KINGMAKER



PROGRAMMERS

Graham Lilley

PUBLISHER

US Gold 021-625 3388

PRICE

£37.99

RELEASED

Out now

GRAPHICS

The icons are clear and the graphics reasonably impressive, although not exceptional.

SOUND

Not *Kingmaker*'s most distinguishing feature, considering most of the game is without it.

ADDICTION

If you're into armour and chain-mail, you'll not be able to get off the battlefield too easily.

PLAYABILITY

Usual strategy stuff – tough at the start, but persistence brings rewards in the end.

VERDICT

"Kingmaker is a comprehensive and very well-researched adventure strategy game, though rather expensive at £37.99"

78%

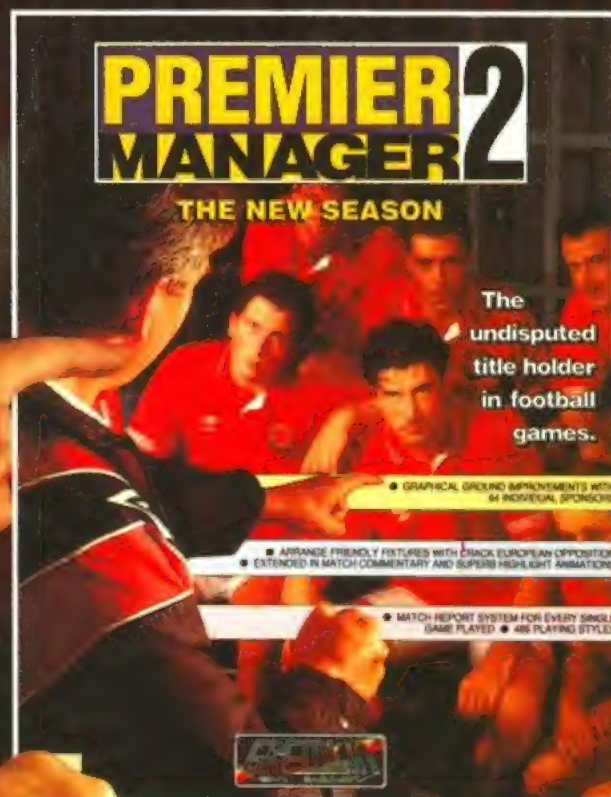
YOU ASKED FOR IT!

PREMIER MANAGER transformed the face of **STRATEGY** football management games with its accessible and enjoyable game style. It has remained in the charts since its release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features. Have you the management skills to turn around and improve your teams performance? Get ready to blow the whistle on **THE** football game for 1993.

FEATURES INCLUDE:

- 16 playing formations with 8 playing styles and 12 match tactics.
- Negotiate wages, bonuses and contracts.
- Comprehensive banking system with changeable interest rates.
- Up to 26 players per team with limit of 4 foreign.
- Set ticket prices and crowd control.
- **IMMEDIATE** sacking possible if you're not up to the job.

"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you."
The One 90%.

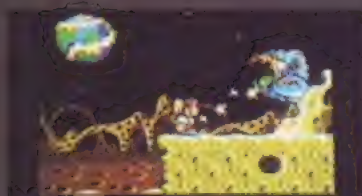


YOU GOT IT.



AVAILABLE ON: AMIGA/A1200 and PC 3.5"

it's a dog's life!



2 00028460



3 00024690



2 00003400



2 00000090

Available on Commodore Amiga (Imag) only

“...with **great** graphics and some **awesomely** boppy soundtracks, it's a platform game that just **drips class**”

Amiga Power

“The graphics are **magnificent**, wonderfully drawn and **well animated**... This is the **best looking** platformer I've played in ages”

Amiga Computing

Dog wonder or dog meat? It's all in the attitude!

Travel the galaxy visiting worlds where the unexpected is the norm. Seek out and defeat the marauding General Von Ruffbone and his evil Pitbullies on your own planet, K9.

The ultimate challenge for any streetwise young pup.



CORE
DESIGN LIMITED

Core Design Limited · Tradewinds House
69-71A Ashbourne Road · Derby DE22 3FS
Tel 0332 297797 Fax 0332 381511

the power of





THE JAKKI BRAMBLES COLUMN



Well OK then you Mums and Dads, it's that time of the year again when letters to Santa are coming your way. We get a lot of phone calls at this time of year from you guys because it really isn't that easy to decide which of the mega bundles to buy. So this month we have an easy guide to help you make that really important choice.

Amiga 600 Single Drive - The ONLY home computer for less than £200. Suitable for the child fed up with paying out £40 for software for their Megadrive (software available from £9.99) or for the first time buyer. There are hundreds of software titles available including games, education, word processing, home accounts etc. Games available include strategy / role playing, titles where imagination is more important than aggression, learn to create animations not zap aliens aimlessly. **Age Group 8 - 13**

A600 Hard Drive - A more serious version of the above. The hard drive saves repeatedly loading and swapping floppy disks. Suitable for serious games players and applications such as database management for a student or home office environment. The Epic Pack is particularly useful for a foreign language orientated student. **Age Group 12 +**

Amiga 1200 Desktop Dynamite - The perfect solution for the student. You want him or her to have a computer to produce school work using quality Desktop Publishing software, he / she wants a dynamic games playing machine. This gives both of you what you are looking for. The software alone is worth over £300. You can expand this computer through the addition of hard drives, extra memory, accelerator boards whatever the option most suitable for producing any number of serious applications. Want to be a graphic artist, video producer, film director, cartoon animator, musician, mathematician, designer..... the only limitation to the machine is your imagination. **Age Group 14+**

Amiga CD32 - The choice for existing Amiga owners looking for the latest product in the range or for the dedicated console owner. Knocks the Sega for six with its State - of - the - Art graphics. (Colours on screen Sega = 64/ CD32 = 256 or 262,000) and processing speed (Sega = 16-bit / CD32 = 32-bit) To you or me this means that people who write the games can now display more colours on screen and the action can be even faster. Also be aware this is also a Compact disc player with full four voice stereo sound so you can play your favourite CD's when the kids are at school. Connects to standard TVs and most hi - fi's.

Age Group 10+

I hope this info assists. With Commodore's help I'm certain that there will be thousands of happy smiling faces on Christmas Day, but if you're still not sure give Indi a call they will be delighted to help.

P.S. Indi tell me that they are able to extend the "At Home Service" on most new Commodore products to a full 3 years for as little as £39.99 through their agreement with ICL, the Giant European Warranty Company. Might be worth checking out for that extra peace of mind.

Jakki Brambles

BUY NOW PAY 1994!!!!

AMIGA CD32

FREE SOFTWARE
Lemmings, Oscar, Diggers



**ONLY
£289.99
with 3 great
titles**

The exterior may be sleek but lurking inside the Amiga CD32 is a technological wonder. At it's heart is the mightily powerful 68EC020 processor from Motorola. This contains the 32 - bit technology which has made the Amiga 1200 a run-away success throughout Europe. Alongside it is Commodore's unique custom AGA (Advanced Graphics Architecture) chipset - comprising three chips nicknamed Paula, Lisa and Alice. Together they make Amiga CD32 and awesome powerhouse of high speed graphics and stunning sound capabilities. In fact, the machine can display 256,000 colours on screen (compared to Sega's Mega CD which can only display 64) and has a total colour palette of 16.8 million colours. Amiga CD32 also comes with a chunky 2 Meg of RAM (that's 15 times more than Mega CD) and a double speed drive.

SPECIFICATIONS:

- * 14 MHZ 68EC020 processor
- * 2 Megs 32 - bit chip RAM
- * 2 Joystick ports/controller ports
- * S- video jack
- * Composite video jack
- * RF output Jack
- * Stereo audio jacks
- * Keyboard connector/ auxiliary connector
- * Full expansion bus
- * Headphone jack
- * Headphone volume control
- * External brick power supply
- * Internal MPEG FMV expansion capability
- * Multiple session disc capability

We've said it before and no apologies for repeating it. Adding an Indi Microbotics M1230XA card to your Amiga 1200 turns it into a **MEAN MACHINE!**

Performance Comparison



6 MONTHS INTEREST FREE CREDIT

Buy the superb new Amiga 1200 Desktop Dynamite Pack from Indi and we will send it to you for only 10% deposit, with the balance over 6 months Interest Free. * Subject to credit.

INDI PRICE PROMISE

If you find an identical product advertised in this magazine at a lower price than the advertised Indi Price and available for immediate delivery then we will match that price*. Our way of ensuring that Indi customers have the guarantee of the very best service and the lowest price in town. *Applies to current products offered under identical terms and conditions and subject to availability.

Christmas is a very expensive time of year so here's an offer that really helps you buy in time for Christmas and spreads the cost over next year. Choose any Indi product (or mix of products) valued at over £200, pay 10% deposit and start paying again in 3 months time. Here's how it works, choose your products and telephone Indi on 0543 419999 and ask for Credit Sales. We will ask you a few questions, explain to you what you will pay and when and then complete our credit check. Within 24 hours we will be able to clear your order and subject to status deliver your products to you. To save time it is important that when you call us you have your Bank details handy and that you satisfy the three main questions:

- 1) Are you over 18 years.
- 2) Have you lived in the UK for the past 3 years.
- 3) Are you in full time employment.

If you cannot answer yes to all of these questions perhaps the credit agreement would be in someone else's name if so then they should telephone us. Once you are accepted we will ask for a 10% deposit. If you pay by credit card we will be able to release the products straight away. If you send us a cheque, it will take a few extra days. The only other decision that you will have to make is do you wish to spread the payments over 6, 12, 18, 24, or 36 months? The choice is yours!

DON'T SEND ANY MONEY

Until you are 100% certain that any advertiser has the product that you want in stock and will deliver it to you immediately. Far too often Jakki Brambles receives letters from customers who are finding it difficult to obtain a refund from an advertiser that has promised to supply but hasn't. To give you the confidence to purchase INDI has joined the DMA a very important Independent Authority that demands the highest possible standards from its members. DMA members agree to abide by the British Code of Advertising Practice and to subscribe to the Advertising Standards Board of finance (ASBOF) Look out for the DMA Symbol it is your guarantee signifying to the customer the truly professional edge of the industry.



The DMA Symbol.



***PAY 10% NOW AND NOTHING MORE FOR 3 MONTHS**

***ORDERS OVER £200 SUBJECT TO STATUS**

AMIGA A1200

NEW
AMIGA
PACK



NEW DESKTOP DYNAMITE PACK

A1200 STANDARD FEATURES.

- * 68020 Processor
- * PCMCIA Slot
- * 2MB Chip RAM
- * 3.5" Internal Drive
- * AA Chipset
- * Built in TV modulator
- * Alpha numeric keypad
- * 12 Months at home maintenance.

FREE

- * Wordworth AGA
- * Print Manager
- * Deluxe Paint IV AGA
- * Oscar AGA
- * Dennis The Menace AGA

£349.99 INDI 300003

6 MONTHS INTEREST FREE CREDIT *

Deposit **£34.99**
£349.99 6 Monthly payments of..... **£52.50 = £315.00**
 FREE Total Interest
 DELIVERY Free Price..... **£349.99**
 * Subject to Status

AMIGA 1200/030 PROFESSIONAL PACK

(Exclusive to Indi)

"Approx 1.5 times faster than an A4000/030"

This is the ultimate power configuration, if your dream is to own the quickest A1200 ever then take a look at this specification:

* Amiga 1200 * 4Mb 32 - bit Fast RAM (Expandable to an Amazing 128 Mb!!) * Microbotics M1230 XA W/50MHZ MMU (Approx 1.5 times faster than an A4000/030!!) * 12 Months "At Home Warranty" * Choice of Hard Drive Capacities * Optional 50MHZ 68882 FPU Maths Processor.

80 Mb Version £864.91
120 Mb Version £899.99
170 Mb Version £929.99
68882 50MHZ FPU £132.54

NEW DESKTOP DYNAMITE H.D PACKS

80 Mb Hard Drive Pack £509.99
120 Mb Hard Drive Pack £559.99
170 Mb Hard Drive Pack £589.99

WARNING

Some advertisers are fitting 3.5" drives to Amiga 1200. The Amiga was never designed to accept 3.5" drives and fitting one totally invalidates any Commodore Warranty. Indi only offer official 2.5" IDE drives officially accepted by Wang, ICL and Commodore.

CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us. The INDI sales team have been trained to

SALES AND SUPPORT

take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group warehouse complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you be tempted to purchase elsewhere).

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.

All prices quoted are inclusive of VAT.

INDI TELESales

TEL 0543 419999 FAX 0543 418079

9am - 7pm Monday to Friday

9.30am - 4.30pm Saturday.

CREDIT FACILITIES

INDI are now able to offer competitive credit facilities on all orders over £200. All credit facilities are subject to status and applicants must be over the age of 18.

If you would like a quote simply call our sales line where acceptance can normally be notified within the hour. We are also able to offer Credit Insurance to cover repayments in the event of sickness or unemployment.

AMOUNT OF CREDIT	12 MONTHS		24 MONTHS		36 MONTHS	
	MONTHLY PAYMENTS	TOTAL PAYABLE	MONTHLY PAYMENTS	TOTAL PAYABLE	MONTHLY PAYMENTS	TOTAL PAYABLE
200	£22.00	£264.00	£12.00	£288.00	£9.31	£335.16
500	£54.99	£659.88	£31.04	£745.44	£23.27	£837.72
1000	£109.98	£1319.76	£62.12	£1491.12	£46.54	£1675.44

APR 29.9% WRITTEN QUOTATIONS AVAILABLE ON REQUEST
 *After deposit paid

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 months at home service and repair guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge.

As part of our policy of continual product development and refinement, we reserve the right to change specifications of products advertised. Please confirm current specifications at the time of ordering.

Prices are valid for month of publication only.

AMIGA A4000



NEW MONITOR RANGE

THE NEW DUAL SYNC1942 Monitors have been specially designed for the New Amiga 1200 and 4000 computers. Both monitors feature built - in stereo speakers.

INDI 301011

1942 Monitor £349.99

14 inch screen size - 0.28 mm dot matrix

Parnet Adaptor for CDTV

Connect a CDTV player to any Amiga, and access the world of CD - ROM software. The Parnet interface and software will allow the Amiga CDTV to be used as a CD - ROM drive with any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available.

The CDTV player offers excellent value for money when compared with a standard CD - ROM drive and interface. Most CD - ROM drives will set you back over £400 while CDTV will cost you less than £300 and will play audio CD's in addition to CD - ROM / CDTV disks your Amiga, interface cable and PD disk with driver software for your CDTV player. (The Parnet adaptor can be used to link any Amigas together)

INDI 309003 **£39.99**

It's here - The new Amiga 4000/030

The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, and upgradable at a later date to a faster processor. The 4000/030 has a powerful 2 Mb of 32 - bit RAM expandable to 18 Mb using industry standard 32 - bit Simms module. In line with the Amiga Flagship 4000/040 the 4000/030 features the new AGA graphics chipset, giving you a massive pallet of 16.8 million colours. A range of hard drive options are available from 80 - 240 Mb and includes a SCSI option.

Without a doubt this is the best value A4000/030 configuration in the UK

4000030 170 Mb HD INDI PRICE £999.99

A full range of approved upgrades are available for the 4000/030, including additional memory modules, hard drives, FPU's (68881 & 68882) and the 24 - bit Opal Vision graphics and video system

EXPORT ENQUIRIES

Did you know that Indi regularly deliver throughout the world? Fax or Telephone us for an immediate response.

- * Immediate price quote
- * Delivery anywhere in the World in an average 5 days door to door
- * Very competitive delivery rates.
- * VAT free export invoices.
- * Includes free insurance.
- * Traceable airway bill reference details.
- * Local telephone contact in your country.

EXPORT NUMBERS

TEL: (44) 543 419999

FAX: (44) 543 418079

AMIGA A600 PRICE CRASH



THE WILD THE WEIRD AND THE WICKED A600 is

an ideal starter pack containing a considered mix of software, making the most of the Amiga capabilities.

PACK CONTAINS:

- * A600 Single Drive
- * Built in TV Modulator
- * 1 Mb Memory
- * Pushover: Grandprix
- * Silly Putty: Deluxe Paint III
- * Mouse and Manuals

LOW LOW PRICES

INDI 300006

£199.99

A600 - SD A single drive Amiga for those of you requiring a basic A600 at a very competitive price.

PACK INCLUDES: A600 single drive, built in TV modulator, 1 Mb memory. 12 Months at home service

INDI 300007

~~£189.99~~

£169.99

A600 EPIC PACK (40 Mb HD) PACK INCLUDES:

- * A600 Hard Disks (40Mb)
- * 1 Mb Memory
- * Epic
- * Rome
- * Myth
- * Trivial Pursuit
- * Amiga Text
- * Deluxe Paint III
- * 12 Months at home service.

INDI 300008

~~£379.99~~

£279.99

INDI A600 ACCESSORY PACK

- * Microswitched Joystick
- * Lockable Disk Box
- * Disk Wallet
- * 10 Blank Disks
- * Kick Off 2
- * Pipermania
- * Space Ace
- * Populous
- * Zapsac A600 Carry Case
- * Zappo T - Shirt.

INDI 309000

~~WORTH £79.99~~

£26.99

CREDIT AVAILABLE ON 6,12, 18, 24, 36 MONTHS.

WHY NOT RING NOW FOR A QUOTE. SAME DAY RESPONSE



AMIGA PERIPHERALS & ACCESSORIES

NEW FROM MICROBOTICS!!! MI230XA ACCELERATOR LAUNCH!!

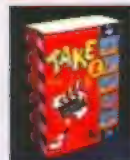
Microbotics beats the competition in price/ performance/ features and configurations. INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics MI230 XA (call it the "XA" for short). 50 Mhz as standard! Huge 128 MB memory design is standard (the biggest memory space in any A1200 peripheral) just look at these specifications and prices!

MI230 XA W/40 MHZ EC 030 0MB **INDI PRICE £239.99**
MI230 XA W/40 MHZ EC 030 4MB **INDI PRICE £369.99**
MI230 XA W/40 MHZ EC 030 8MB **INDI PRICE £599.99**
MI230 XA W/50 MHZ MMU 030 0MB **INDI PRICE £319.99**
MI230 XA W/50 MHZ MMU 030 4MB **INDI PRICE £479.99**
MI230 XA W/50 MHZ MMU 030 8MB **INDI PRICE £711.99**



AUDIO VISUAL
MEGAMIX. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.

INDI PRICE £29.99 **INDI 350000**



TAKE 2. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.

INDI PRICE £37.99 **INDI 350001**



VIDI AMIGA 12. The ultimate low cost colour digitiser for the Amiga. "The best value full colour digitiser on the market" AMIGA FORMAT.

INDI PRICE £74.99 **INDI 350002**

ROMBO VIDI AMIGA 24(RT). For the more serious user, this 24-bit version will again capture from any video source with true photo realistic images! A staggering 16.7 million colours can be utilised with incredible results. Full AGA chipset support.

INDI PRICE £219.99 **INDI 350004**

AMIGA PERIPHERALS



2MB SMARTCARD. The original and still the only fully PCMCIA compatible memory card for A600/ A1200. Comes with lifetime guarantee. Beware of cheap imitations.
INDI PRICE £109.99
4MB SMARTCARD. Same as above but maximum 4MB.
INDI PRICE £159.99

ZAPPO 601

Trapdoor upgrade for the A600. 1Mb with RTC **INDI PRICE £49.99**

ZAPPO 601 INC As above only 512K, no clock **INDI PRICE £29.99**



MBX1200.

The original and best floating point unit and memory upgrade for the Amiga A1200. Available with 0.4 or 8 MB of 32 bit Fast RAM and a choice of floating point units. Now complete with real time clock (RTC)

MBX1200Z 68881 14 MHZ 0MB **INDI PRICE £109.99**
MBX1200Z 68881 14 MHZ 4MB **INDI PRICE £249.99**
MBX1200Z 68881 14 MHZ 8MB **INDI PRICE £449.99**
MBX1200Z 68882 25 MHZ 0MB **INDI PRICE £169.99**
MBX1200Z 68882 25 MHZ 4MB **INDI PRICE £309.99**
MBX1200Z 68882 25 MHZ 8MB **INDI PRICE £519.99**
MBX1200Z 68882 50 MHZ 0 MB **INDI PRICE £289.99**
MBX1200Z 68882 50 MHZ 4MB **INDI PRICE £439.99**
MBX1200Z 68882 50 MHZ 8MB **INDI PRICE £599.99**
68882 FPU UPGRADE 50 MHZ **INDI PRICE £169.99**



ROCTEC ROCGEN PLUS.

As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.

INDI 350050
INDI PRICE £129.99

ROCTEC ROCKEY.

The ultimate accessory for Amiga / Video fans. Separate RGB controls to chroma key on any colour.

INDI PRICE £249.99 **INDI 350051**

ROMBO VIDI AMIGA 12 (RT). Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200 / 4000 users.

INDI PRICE £129.99 **INDI 350003**



DISK DRIVES



ZAPPO EXTERNAL FLOPPY

You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas.

INDI 350152
INDI PRICE £49.99

Quality: 9 out of 10. Exceptional value for money.
AMIGA COMPUTING JAN 93



1084S MONITOR.

Commodore's original and best selling colour stereo monitor.
DOES NOT INCLUDE STAND.

INDI 350014

£189.99

(£179.99 if purchased with A600 / A1200 / A1500)

The NEW OPAL VISION system(Rev.2)

The amazing Opalvision 24-bit graphics board and software suite has been updated and is now even better value for money.

The software suite now includes:

Opal Paint V2.0 - Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis. The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re-mapping of colours.

Opal Animate V2.0 - offering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24-bit software.

Opal Hockey V2.0 - Display OpalVision graphics anytime with key combinations.

"Quite simply, it's a spectacular product - Amiga Computing

"Undoubtedly the finest, most professional point program to arrive on the Amiga" - Amiga Format

"Professional quality at this Price can't be turned away" - Amiga User International

"The verdict was unanimous - brilliant"

- Amiga Shopper

INDI 350250

£349.99

Exclusive
Indi Price

MORPH PLUS

You've seen Michael Jackson's video, you've seen the television adverts using the latest techniques in morphing, now now you can create the same results but at a fraction of the cost. Morph Plus is the latest and the ultimate in this technology. Whether you are a professional artist or just want to experiment at home Morph Plus is a must.

INDI PRICE £109.99

INDI 350200



DELUXE PAINT IV AGA

Combines powerful tools with an intuitive interface so both professionals and beginners alike can get superb results quickly. New enhancements to the software include the ability to paint and animate in 4696 colours in the Amiga's HAM (Hold and Modify) mode. New animation features also include metamorphosis allowing you to change one image into another. You determine the number of frames and DPaint IV does the rest.

INDI PRICE £61.99

INDI 350201

ART DEPARTMENT PROFESSIONAL

The ultimate in image processing providing many key benefits to Amiga users working with pictures. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. Full support for JPEG image makes it possible to maintain an image library in full 24-bit colour without needing massive hard drive storage. Typically a 600 Kb image can be compressed down to 40 Kb!!

INDI PRICE £132.99

INDI 350202

REAL 3D V2

Is a full featured 3D animation, modelling and rendering program. With Real 3D V2 you can produce high quality images and animations of three dimensional models with an astounding level of realism. Imagine creating an animation that shows a handful of balls bounce down a flight of stairs to the bottom. Gravity, collision, deflection and the elasticity of the balls are all automatically calculated by the program!



INDI PRICE £299.99

INDI 350203

SCALA Multimedia 200 (MM200)

Is the ultimate on professional video titling. The eminent design of typefaces, the unlimited choice of typographical details, the high resolution and the more than 80 exciting wipes result in video captioning of exquisite quality. No wonder that Scala is used by leading television stations around the world.

INDI 350204

INDI PRICE £139.99 also available

SCALA HOME TITLER

INDI PRICE £84.99

INDI 350205

VIDEO DIRECTOR

With Video Director, anyone with an Amiga, a camcorder and a VCR can quickly and easily catalogue and edit the best moments from their video tapes. Video Director is extremely easy to use, you can actually control your camcorder and VCR from your Amiga screen. Video Director comes with everything you need to get started. The hardware to control your camcorder and VCR is included.

INDI PRICE £119.99

INDI 350206

*Camcorder must have a LANC or Control L compatible port

Professional software is imported and sometimes subject to delay. Confirm delivery at time of order.

OPAL VISION



NEW FOR DECEMBER RELEASE!

The already acclaimed Opalvision Board takes three further leaps into the future with the official launch of the Opalvision modules. With truly awesome capabilities the Amiga can now become the most professional 24-bit video graphics power station ever!

TEL: 0543 419 999

FAX: 0543 418 079

TERMS AVAILABLE OVER 6, 12, 24, & 36 MONTHS SUBJECT TO STATUS.
WHY NOT RING FOR A QUOTE. SAMEDAY RESPONSE. (SEE EXAMPLE)



Panasonic Quiet Colour Printing

We researched the colour printer market at great depth to find a colour printer good enough to cope with Amiga's powerful output, yet at an affordable price.

We found the perfect printer in the KX - P2180 and KX - P2123 quiet printers.

We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with 'Wordworth' yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value!

Panasonic KX - P2180



*WORDWORTH AGA COMPLETELY FREE!

WITH PANASONIC QUIET PRINTERS. The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word / document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX - P2180 and KX - P2123 colour printing support), Collins spell checker and thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today" (Amiga Format)

NORMAL RRP £129.99 inc. VAT

INDI 320000

£169.99

The new Panasonic KX - P2180 9-pin quiet printer.

Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX - P2180 is typically 15dBa quieter in operation, than the competition.

- * **Fast Printing Speeds** 192 CPS NLQ
- * **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)
- * **Quiet printing** Super quiet 45 - 48 dBA sound level (most matrix printers are typically in excess of 60 dBA)
- * **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts.
- * **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- * **1 Year Warranty** for total peace of mind

Panasonic KX - P2123



INDI 320001

£219.99

The new high performance Panasonic KX - P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price

- * **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
- * **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)
- * **Quiet Printing** Super quiet 43.5 - 46 dBA sound level (most matrix printers are typically in excess of 60 dBA)
- * **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script, and Sans Serif Fonts.
- * **24PIN Diamond Printhead** High performance and high quality output
- * **1 Year Warranty** for total peace of mind.

Panasonic LASER PRINTER

KX - P4410 LASER PRINTER



WORDWORTH AGA COMPLETELY FREE WITH PANASONIC LASER PRINTERS. The writers choice. The ultimate word processor for AMIGA computers. **NORMAL RRP £129.99 inc VAT**

KX - P4430 LASER PRINTER



Once again INDI have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at affordable prices. We are also giving away a copy of Wordworth with every Panasonic Laser Printer purchased (RRP £129.99). Whether you are looking for a laser printer to handle word processing, DTP, presentation or complex graphic applications - the Panasonic range offers you the power to meet your requirements.

KXP - 4410

- * 5 pages per minute
- * 28 resident fonts
- * Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- * Low running costs
- * Parallel interface
- * Optional memory expansion to 4.5 Mb (0.5 as standard)
- * HP laserjet II Emulation

SAVE £50

INDI 320002

NEW LOW PRICES!

£499.99

inc. VAT

WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS



KXP - 4430

- * Satinprint (optimum resolution technology)*
- * 5 Pages per minute
- * HP Laserjet III Emulation, PCL 5
- * 8 Scalable fonts & 28 bitmap functions
- * Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- * Optional memory expansion to 5.0 Mb (1 Mb as standard)

SAVE £50

INDI 320003

NEW LOW PRICES!

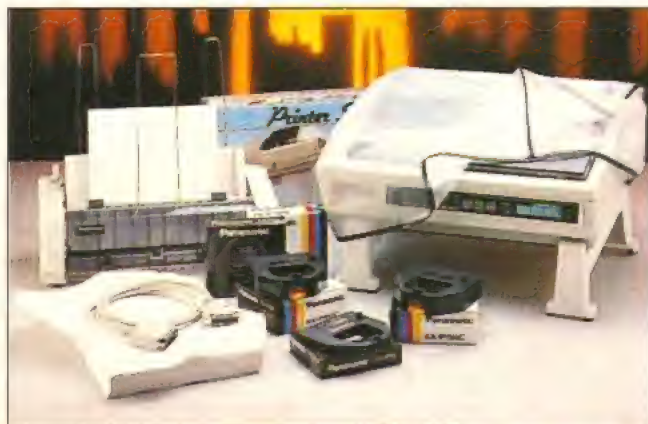
£649.99

inc. VAT

*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size)

WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS

Panasonic PRINTER ACCESSORIES



1) **PANASONIC AUTOMATIC SHEET FEEDER**
Automatic sheet feeder for KXP 2180/ KXP 2123 holds 80 A4 sheets. **INDI PRICE £89.99**

2) **PRINT DUST COVER**
Specially tailored quality dust cover for Panasonic KXP 2180/ KXP 2123 printer. **INDI PRICE £8.99**

3) **PRINTER STAND**
2 piece printer stand. **INDI PRICE £9.99**

4) **PAPER PACK**
500 sheets quality A4 paper. **INDI PRICE £9.99**

5) **CONTINUOUS PAPER**
2000 sheets 1 part listing paper. **INDI PRICE £19.99**

6) **PARALLEL PRINTER CABLE**
To be used when connecting Amiga to Panasonic printers. **INDI PRICE £8.99** (£5.99 if purchased with a printer)

7) **PANASONIC COLOUR RIBBON**
Colour ribbon for KXP 2180/ KXP 2123. **INDI PRICE £18.99**

8) **PANASONIC BLACK RIBBON**
Black ribbon for KXP 2180/ KXP 2123. **INDI PRICE £9.99**

SAVE ££££ ON THE FOLLOWING ACCESSORY PACKS

PACK 1
PANASONIC COLOUR RIBBON PACK
Contains 6 colour ribbons for the KXP 2123 RRP £119.99.

INDI PRICE £89.99 SAVE £30!!!

PACK 2
PANASONIC RIBBON PACK
Contains 2 black and 4 colour ribbons for KXP 2180/ KXP 2123. RRP £99.99.

INDI PRICE £69.99 SAVE £30!!!

PACK 3
PANASONIC DELUXE ACCESSORY PACK
Contains automatic sheet feeder, 2 black ribbons, 2 colour ribbons, 1 dust cover, 2 piece printer stand. RRP £169.99 **INDI PRICE £139.99 SAVE £30**

Add £2.50 carriage to all printer accessories or combinations thereof

TEL: 0543 418 999

FAX: 0543 418 079

LOW INTEREST CREDIT ON ALL ORDERS OVER £200
(PLEASE CALL FOR A QUOTATION, SUBJECT TO STATUS)

AMIGA CDTV

THE MULTIMEDIA COMPUTER TOTAL HOME ENTERTAINMENT SYSTEM

PRICE CRASH!!!



BLACK 1084S MONITOR

At last the CD 32 Monitor you have been waiting for. The original and best selling colour/ stereo monitor from Commodore is now available in black to complement your CD 32.

INDI 300010 £179.99

PACK CONTENTS AS STANDARD

- * Amiga CDTV Player
- * CDTV Keyboard
- * CDTV 1411 3.5" Disk Drive
- * CDTV Infra Red Remote Controller
- * CDTV Wired mouse
- * CDTV Welcome Disk
- * Manuals
- * Fred Fish CDTV Disk

INDI 30 0011

PACK AS SHOWN £229.99

If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufacturers. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

L to R

CDTV Encore SCSI Controller + Internal Mount	£59.99
CDTV Internal Genlock	£99.99
Black 1084S Colour Stereo Monitor	£189.99
(When purchased with CDTV Multi - Media Pack)	£179.99
CDTV Remote Mouse	£39.99
Scart TV / Monitor Lead	£14.99
(inc Stereo Phono Lead)	
CDTV Trackball	£69.99

AMIGA CDTV EXTERNAL HARD DISK DRIVE

You've got the CDTV, you've got the keyboard and the floppy disk drive - for a total computer solution all that's needed is an ultra fast hard disk drive. The CDTV - HD unit boasts a massive 60 Mb of hard disk storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.

INDI 350300

£219.99

AMIGA CDTV SOFTWARE

New Amiga CD 32 AGA Titles Now in Stock!!

ARTS AND LEISURE

Advanced Military Systems	£29.99
Women in Motion	£29.99
Guinness Disc of Records	£34.99
Animals in Motion	£29.99
Connoisseur Fine Arts	£34.99
Fruits & Vegetables	£34.99
Trees & Shrubs	£34.99
Indoor Plants	£34.99

EDUCATION

Fun School - Under 5's	£24.99
A long Hard Day at the Ranch	£34.99
A Bun for Barney	£29.99
Cinderella	£39.99
Fun School for 5 to 7	£24.99
Fun School for Over 7's	£24.99
Heather Hives her First Home Run	£34.99

Mind Run	£29.99
Mud Puddle	£34.99
My Paint	£29.99
Paper Bag Princess	£34.99
Scary Poems for Bottom Kids	£34.99
Tale of Benjamin Bunny	£39.99
Tale of Peter Rabbit	£39.99
Thomas's Snowsuit	£34.99
Moving Gives me Stomach Ache	£34.99
Barney Bear Goes Camping	£29.99
Asterix French for English I	£34.99
Japan World (PAL)	£49.99
Fractal Universe	£34.99
Read with Asterix	£19.99

ENTERTAINMENT

Battlechess	£39.99
All Dogs Go To Heaven/Electronic Crayon	£34.99

Classic Board Games

Sims City	£34.99
Trivial Pursuit (PAL)	£49.99
Wrath of the Demon	£29.99
Raffles	£34.99
Prothonotary	£34.99
Snoopy	£34.99
European Space Simulator	£34.99
Global Chaos	£34.99
Turrican II	£29.99
Guy Spy	£29.99
Curse of Ra	£24.99
Space Wars	£29.99
Defender of the Crown	£29.99
Tiebreak Tennis	£19.99

MUSIC

Music Maker	£34.99
Remix	£29.99
VoiceMaster + Microphone	£39.99
Music Colour	£39.99

NEW AMIGA CD32 TITLES

James Pond AGA	£26.50
D Generation AGA	£26.50
Penball Fantasies AGA	£28.50
Whales Voyage AGA	£26.50
Troops AGA	£28.50
Jungle Park AGA	£28.50
Alfred Chicken AGA	£22.50
T-F-X AGA	£31.50
Sleepwalker AGA	£28.50
Morph AGA	£28.50

REFERENCE

American Heritage Dictionary	£49.99
Complete Works of Shakespeare	£29.99
Illustrated Holy Bible	£29.99
New Basic Electronic Cookbook	£39.99
Timetable of Business	£39.99
Dr Wellman	£34.99

Software titles in green are compatible with the new Amiga CD32

AMIGA ACCESSORIES



Sharp Monitor / TV

The Superb Sharp 14" Monitor / TV provides a real alternative to a Commodore Monitor with full function remote control 39 channel electronic auto search tuning, digital on screen display and 1.5 watt mpo audio output, all you need to know is the Low, Low Indi Price.

So, unless you need High resolution graphics look no further, the Sharp Monitor / TV is the product for you complete with connectivity cable and including 12 Months Warranty

£169.99

NEW LOW PRICE IDE INTERNAL HARD DRIVES

Indi can now offer top quality 2.5" Internal Hard Drives for the Amiga 600 and 1200 at unbeatable prices. All drives come complete with a cable and installation software.

80Mb	2.5" Internal Hard Drive	£179.99
120Mb	2.5" Internal Hard Drive	£200.99
170Mb	2.5" Internal Hard Drive	£239.99

Commodore MPS 1230 Printer

A high quality 9 - pin printer with paper and tractor feed and is fully compatible with Epson FX80 and IBM Industry standards. High speed 120 CPS draft mode and an NLQ mode of 24 CPS.

Indi Added Value Free

D - Print - Design greetings cards, letters and posters.
Amiga Logo - Educational and programming language.

£99.99

INDI 300015

A2630-2Mb ACCELERATOR BOARD

The 1630 is a 68030 accelerator board running at 25Mhz complete with a 68882 FPU and 2Mb of 32 - Bit fast RAM suitable for the Amiga 2000. The 2630 board brings the performance of the Amiga 2000 upto nearly that of the A3000, ideal when running professional applications. An additional 2Mb of 32 - Bit fast RAM can be added to the 2630 board, giving a total of 4 Mb of fast RAM.

INDI PRICE £369.99

A2300 GENLOCK

A cost effective home quality entry level internal genlock, suitable for the Amiga 2000/3000. The 2300 genlock is an ideal solution for anyone wishing to put titles or graphics onto home video.

INDI PRICE £39.99

A2286 AT EMULATOR

The A2286 AT emulator kit offers IBM AT compatibility on the Amiga 2000 and 3000 systems, running at 10Mhz with 1Mb RAM and CGA graphics. The A2286 emulator also includes a 5.25" 1.2Mb floppy drive and MS DOS operating software.

INDI PRICE £159.99

A2088 XT EMULATOR KIT

The A2088 XT emulator kit offers IBM XT compatibility on the Amiga 2000 and 3000 systems, running at 4.77Mhz with 512Kb RAM and CGA graphics. The A2088 emulator also includes a 5.25" 360K floppy drive and MS DOS operating software.

INDI PRICE £79.99

A2058 RAM BOARD

An 8 Mb 16 - Bit RAM board, supplied with 2Mb RAM and upgradable in two steps. The 2058 is a zorro II compatible and they are compatible with the A2000.

INDI PRICE £99.99

A2091 CONTROLLER CARD
The 2091A is an autobooting SCSI controller card with the facility to mount the SCSI Hard Drive directly onto the controller card. The 2091A also has the facility to take upto 2Mb RAM (1/2 Mb steps). The A2091A controller is zorro II compatible and is therefore suitable for the Amiga 2000 although it does offer an ideal solution for the Amiga 4000/5000, where leading edge performance is not required. The A2091A is still the most reliable Amiga SCSI card available and with the supplied software is the easiest way to install.

INDI PRICE £79.99



DESPATCH

All orders received by 6pm Monday to Friday are despatched sameday for delivery using our national courier - Securicor. (UK Mainland only). Saturday deliveries are available at a small surcharge. If you are out when we deliver, a card will be left at your home giving you a contact telephone number to arrange a convenient re - delivery.

Delivery queries can be resolved immediately using our on - line computer.

Cheque orders are despatched immediately on cheque clearance, usually 10 working days from receipt. A delivery charge of £5.00 is made per item unless otherwise stated.

WE ALSO ACCEPT B.F.P.O. ORDERS (DUTY FREE) CARRIAGE CHARGE AT UK POSTAL RATES.

HOW TO ORDER

BY POST - Simply fill in the coupon below.

BY PHONE - phone lines open 9.00am - 7.00pm Mon - Fri. 9.00am - 4.30pm Sat. - where your call will be answered by one of our INDI sales team. After 7.00pm each day your call will be answered by answerphone. If you would like to place an order have all the details at hand including credit card. All offers subject to availability. Prices correct at time of going to press. May we suggest you call before ordering.

SEND YOUR ORDER TO:

**INDI DIRECT MAIL
1 RINGWAY INDUSTRIAL
ESTATE,
EASTERN AVENUE,
LICHFIELD
STAFFS. WS13 7SF**

AFXM93

Please send.....

- 1).....
- 2).....
- 3).....
- 4).....

Price..... + Delivery.

I enclose cheque/ PO for £.....
or charge my Access/ Visa No.....

Expiry...../...../.....

Signature.....

Name.....

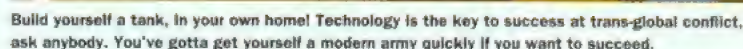
Address.....

Deliver to if different.....

Daytime Tel.....

Postcode.....

develop and how they are deployed once they are built. The options for new kinds of military hardware include tanks, jets, spaceships, submarines and satellites, and once you've got a set built, your units are



RULES OF ENGAGEMENT

This is the mission choice screen. From here you take your newly created Fleet Commander and throw him into the chaotic whirlwind of combat.

The game is controlled from a split screen where you can call up four screens of tactical information at any one time. Each of these tactical screens deals with a different aspect of controlling your fleet, ranging from ship attack

organised into squads with a base on your home planet.

The game is easy enough to control: each unit can be ordered to perform various functions in each of the three arenas, from simple patrols to direct engagements. Units can also be ordered to whizz out on seek-and-destroy missions.

Into the bargain, for your money you actually get the game in both standard and AGA form, on two separate sets of disks.

When Two Worlds War benefits from having an exploration as well as a warfare element. As your units invade the enemy space your radar reveals more and more to you.

The graphics are neat and clear, although some of the icons are a little confusing. The gameplay is reasonably intriguing, and as you and your enemy develop new units and increase in strength, the escalation of the war gives you a definite feeling of tension.

The essential skills required to succeed at When Two Worlds War are good management of your resources and production facilities, combined with strategic forethought.

When Two Worlds War is neither simplistic nor shallow. It is an intriguing war game that will absorb you for some time.

Richard Jones

WHEN TWO WORLDS WAR



PROGRAMMERS
Edward Grabowski

PUBLISHER
Impressions 071-351 2133

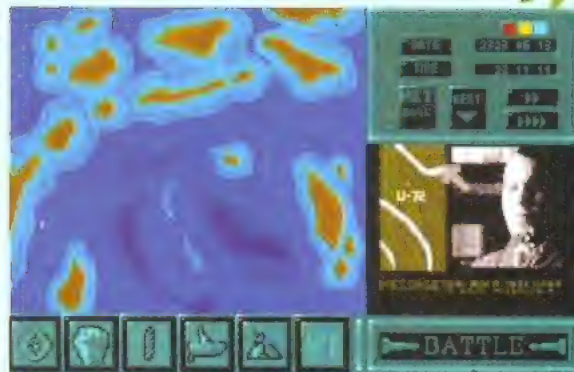
PRICE
£34.99

RELEASED
Out now

NEEDS 1 MEG **HARD DISK INSTALLABLE**

79%

The main screen shows a map of the sea bed, which is where all the action takes place.



SUB

ou always know you're in for a bad time with a game when its title is a very tenuous acronym.

SUB, apparently, stands for *Strategic Underwater Battles*. Oh dear.

The plot is that the surface world has become uninhabitable due to atmospheric depletion, and the only safe place on the planet is now under the sea. Obviously in such a situation the survivors of the holocaust would immediately build a base, arm themselves to the gill implants and go for all-out sub-aqua carnage. It seems highly reasonable.

There is a vague deja-vu aspect to all of this. Before you can buy weapons to kill everyone, you have to research and design them. *Millennium 2.2* springs to mind here. Initially you have just one underwater base with research facilities, but you can build more, but you first have to make some money.

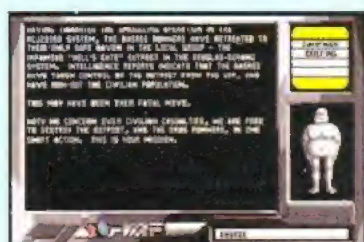
You can either sell the plans to weapons, ships or whatever you design, or you can sell components that you have manufactured yourself. In the early stages you will not have the resources to make things, so selling plans is the only choice.

The mineral wealth of the ocean bed is there to be exploited. Mining platforms can be constructed to take oil, gems and ore from under the sea bed to power factories making components and ships which you can either sell or use to wage total war.

Ships can be organised into platoons to seek and destroy pirates. You may leave the combat up to the computer to sort out, but it isn't advisable. Considering the whole game is about strategic underwater combat, it's a bit of a shame that the combat part requires all the strategic expertise of a really tough game of Snap.

This could have been a good game if only the user interface wasn't so tortuously unfriendly and if it didn't look like a poor version of a title released a couple of years ago. This game is certainly sub-standard.

Nick Veitch



The first and easiest mission briefing pits you against the evil drug-smuggling Basree.

and defence capabilities, to communications, navigation, troop orders and information screens. This novel control panel and the flexibility of information it provides is probably the best feature of this otherwise turgid game.

All right, so you can choose the kind of aliens and ships you'll be fighting, the missions and campaigns you'll be playing and the physical aspects of the systems you'll be patrolling. But in the end *Rules of Engagement II* is just plain dull.

It doesn't take long to realise that no matter how successful a Fleet Commander you may be, there will never be a great deal of satisfaction to be had from erasing monochrome dots on a screen.

Big fans of Public Domain *Star Trek* games may well find themselves hooked, but us ordinary mortals will have to look elsewhere for our kicks.

Richard Jones

RULES OF ENGAGEMENT



PROGRAMMERS
Omnitrend

PUBLISHER
Impressions 071-351 2133

PRICE
£34.99

RELEASED
Out now

NEEDS 1 MEG **HARD DISK INSTALLABLE**

58%



If this is top strategy, then I'd rather have mindless violence, thank you very much.



There are several ship types available, each of which can be equipped with tools and weapons.

SUB



PROGRAMMERS
Kirstof Andras, Tamasli Zoltan, Kukori Karoly

PUBLISHER
Thalamus

PRICE
£29.99

RELEASED
December 10

62%



Overwhelmed and outnumbered, the only way to be sure of victory in this mission is to send in a jet-striker and blow the bridge.

THEATRE OF DEATH

Remember that bit in *Theatre of Blood* where Vincent Price straps his victim into a chair and spears his eyes with a pair of rotating knives? That's what I feel like doing to the programmers of this.

Theatre of Death combines arcade shoot-em-up and strategy elements based around the fictional Def Com Military Academy. As one of its keenest students you've been let loose on a military simulator to engage in a war of attrition against four ruthless commanders and their armies.

It divides 50 varied and increasingly complex missions among four zones (grassland, desert, snow and lunar). You can be called to launch troop assaults, jet strikes, tank attacks or helicopter raids on a series of enemy targets, blasting everything you see.

The action takes place across two different screens - the first is a map where you can move your forces collectively and plan your strategy, the second is an overhead-



A typical mission involves lots of very small people running around like headless chickens.

and-behind view where you control individual troops, vehicles or platoons.

If you're a fan of gratuitous pixelated violence you're in for a treat. Like *Walker, Syndicate* and *Cannon Fodder*, *Theatre of Death* gives you plenty of tiny

blood-spilling sprites. Your chaps even get splatted by tanks, swallowed by sharks or suffocate in the swamps that cover the game area. Sound good? It's not!

Pass the suicide pills *Theatre of Death* is plagued by an almost insurmountable number of problems. The control method is incredibly fiddly: you move your troops and vehicles around using a mouse, but are forced to scroll around the Action Screen with the cursor keys, so instead of centring on your selected platoon, the game makes you chase around trying to find them. Worse still, appalling scrolling inevitably means fire-fights happen off-screen and you get caned by an enemy who's just out of sight.

Another major gripe is the game's lack of artificial intelligence when it comes to moving your troops. Click on the Action Screen to give them a destination and they plough through rivers or swamps, drowning in the process. They also die if you move too close to your own vehicles. Why?

Your tanks and APCs are little better. They manage to get themselves stuck behind every building, tree and hillock going, so you end up wasting even more precious time trying to negotiate obstacles, when the AI should work out where you want to go.

Graphically, *ToD* looks the part - the helicopters and jets are good, casting convincing shadows, the sound effects are good too with some convincing gun noises, explosions and spine-tingling screams. But it's all spoiled by some dodgy collision detection and flickery sprites which get stuck behind objects and then stay there. What a shame.

Rob Mead AF

THEATRE OF DEATH



PROGRAMMERS

Dave Anthony

PUBLISHER

Psygnosis 051-709 5755

PRICE

£29.99

RELEASED

November 1993

GRAPHICS

1 2 3 4 5 6 7 8 9 10
The standard deviation of *Cannon Fodder* and *Syndicate*, but pixel-looking nevertheless.

SOUND

1 2 3 4 5 6 7 8 9 10
Some suitably gung-ho sound effects, a strident military theme and blood-curdling screams.

ADDICTION

1 2 3 4 5 6 7 8 9 10
Frustrating. You keep playing just to see if it gets better as you go along. But it doesn't.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10
50 different missions, but the gameplay's so lacking you don't really care.

VERDICT

"This game tries to steal all the best ideas from *Syndicate* and *Cannon Fodder*. Unfortunately it then sticks them into an almost unplayable game engine."

49%



You have to complete ten of the fifteen missions in each of the first three zones (grass to snow) before you get the final five in the Lunar stage.



This is *Theatre of Death*'s map screen which enables you to work out your battle strategy - if you happen to have one, that is.

CANNON FODDER

CANNON FODDER

WAR HAS NEVER BEEN SO MUCH FUN

Virgin

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED, 339A LADBROKE GROVE, LONDON W10 5AH.

© 1993 SENSIBLE SOFTWARE. ® 1993 VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED. VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES LIMITED. ALL RIGHTS RESERVED.

Sensible
SOFTWARE

GASTEINER

Tel: 081 365 1151
Fax: 081 885 1953

Unit 2, Millmead Business Centre, Millmead Road, Tottenham Hale, London N17 9QU

ERGONOMIC DESIGN TRACKBALL SERIES

One colour.....£29.99
Two colour.....£34.99



MONITORS

Philips 8833.....£199
Commodore 1940.....£289
Commodore 1942.....£379
Microvitec Club Scan.....£379
Microvitec 20".....£1049

PRINTERS

Citizen Swift 200.....£200
Citizen Swift 240 Mono.....£270
Citizen Swift 240 Colour.....£295
Citizen Swift 24X.....£340
Citizen 120D+.....£129
Citizen Swift 90 Mono.....£165
Citizen Swift 90 Colour.....£188
Citizen PN48 Notebook Printer.....£225
Citizen Projet Inkjet.....£318

HEWLETT PACKARD

HP Deskjet Portable.....£369
HP 510 Mono.....£264
HP 500 Colour.....£319
HP 550 Colour.....£519

STAR

Star LC 20.....£132
Star LC 100 Colour.....£155
Star LC 200 Colour.....£195
Star LC 24-20 Mk II.....£224
Star LC 24-200 Col.....£264
Star S148 Bubblejet.....£217
Star S148 Auto Sheetfeeder.....£49

LASER PRINTERS

Fujitsu VM 600 Laser.....£679
HP Laserjet 4L.....£609
OKI 400e.....£514
Ricoh PCL5.....£809
Star Laserjet LCS.....£589

AMIGA CD32



£285

A1200 + A600 HARD DRIVES

20Mb.....£69
30Mb.....£89
40Mb.....£119
60Mb.....£169
85Mb.....£199
120Mb.....£239
207Mb.....£329

All with IDE cables

CDTV ADD-ON

For A500, A500+, A570.....£129

ROMBO DIGITISERS

VIDI 12 Real Time.....£134.99
VIDI 24 Real Time.....£219.99
VIDI 12 AGA.....£75.00
Take 2.....£38.00
Megamix Master.....£30.00

AMIGA A1200

2Mb RAM 20Mb HD.....£359
2Mb RAM 64Mb HD.....£429
2Mb RAM 85Mb HD.....£479
2Mb RAM 127Mb HD.....£509
2Mb RAM 209Mb HD.....£579
2Mb RAM only.....£289

ACCESSORIES

Pen mouse for Amiga with optical pad.....£34.95
Pen mouse for PCs with optical pad.....£34.95
Optical mouse, 300 dpi for Amiga.....£29.95
Infrared mouse, 300 dpi for PCs.....£49.95
Infrared mouse, 300 dpi for Amiga.....£49.95
Opto-mech mouse for PCs with pad & holder.....£18.95
Opto-mech mouse for Amiga w. pad & holder.....£14.95
Opto-mech low cost mouse for Amiga.....£8.00
Opto-mech low cost mouse for PCs.....£10.00
3-button trackball for Amiga.....£29.99
"Cristal" trackball for Amiga.....£34.99
3-button trackball for PCs.....£34.99
512Kb RAM expansion for A500+.....£16.99
1Mb RAM expansion for A500+.....£19.95
External 3.5" floppy drive.....£50.00
Kickstart switch for A500, A2000.....£14.95
Kickstart switch for A600.....£29.95
Electronic boot selector.....£14.95
Auto mouse/joystick switch.....£10.99
Dust Covers.....£6.00

AMIGA 4000 (25MHz 68030)

2Mb RAM 80Mb HD.....£949
4Mb RAM 120Mb HD.....£1069
4Mb RAM 214Mb HD.....£1169
4Mb RAM 245Mb HD.....£1269
4Mb RAM 340Mb HD.....£1369
4Mb RAM 540Mb HD.....£1669

AMIGA 4000 (25MHz 68040)

6Mb RAM 80Mb HD.....£1919
6Mb RAM 120Mb HD.....£2069
6Mb RAM 214Mb HD.....£2169
6Mb RAM 245Mb HD.....£2269
6Mb RAM 340Mb HD.....£2369
6Mb RAM 540Mb HD.....£2669

P.S.U.

Power Supply (High Watt) for A500.....£29.95
Power Supply for A1500 + A2000.....£69.95

FAX MODEM

Fold a Fax Modem.....£129
With Fax Software.....£179

AMIGA MEMORY UPGRADE

A500 1/2Mb.....£14.95
A500 1/2Mb + Clock.....£23.95
A500 + 1Mb.....£19.95
A600 1Mb.....£19.95
A600 1Mb + Clock.....£29.95
1Mb SIMM (GVP).....£29.95
4Mb SIMM (GVP).....£149.95
1Mb 72PIN (A4000).....£99.00
4Mb 72PIN (A4000).....POA
PCMCIA 2Mb.....£89.00
PCMCIA 4Mb.....£149.00

A1200 RAM

4Mb with Clock, no FPU Processor.....£169
4Mb with Clock, 20MHz 68881 FPU.....£209
4Mb with Clock, 25MHz 68882 FPU.....£269
4Mb with Clock, 33MHz 68882 FPU.....£279
4Mb with Clock, 40MHz 68882 FPU.....£289
4Mb with Clock, 50MHz 68882 FPU.....£309

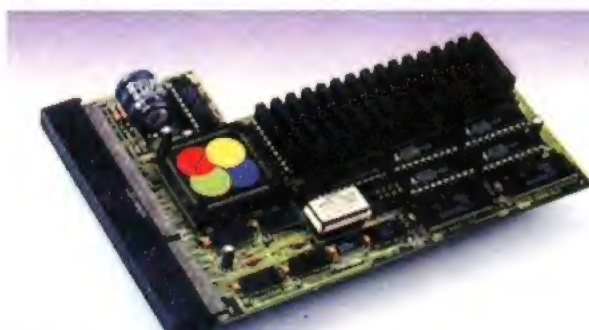
40MHz ACCELERATOR FOR A1200

0Mb RAM.....£299
4Mb RAM.....£499

**TRADE ORDERS
WELCOME**

MEMORY MASTER 1200

Internal RAM expansion with clock for Amiga 1200, populated with 1, 5 or 9Mb



AF1200 1Mb with clock, no Oscillator, no FPU Processor.....£115
AF1200 5Mb with clock, no Oscillator, no FPU Processor.....£239
AF1200 5Mb with clock, Oscillator, 16MHz 68882 FPU.....£285
AF1200 5Mb with clock, Oscillator, 20MHz 68882 FPU.....£290
AF1200 5Mb with clock, Oscillator, 25MHz 68882 FPU.....£295
AF1200 5Mb with clock, Oscillator, 33MHz 68882 FPU.....£299
AF1200 9Mb with clock, no Oscillator, no FPU Processor.....£369
AF1200 9Mb with clock, Oscillator, 16MHz 68882 FPU.....£415
AF1200 9Mb with clock, Oscillator, 20MHz 68882 FPU.....£420
AF1200 9Mb with clock, Oscillator, 25MHz 68882 FPU.....£429
AF1200 9Mb with clock, Oscillator, 33MHz 68882 FPU.....£439

How to order

When ordering by telephone please quote your credit card number followed by the expiry date and also your full name and address. If paying by cheque please make it payable to Gasteiner Technology. In any correspondence please quote a phone number and also a postal code, please allow five working days for cheque clearance.

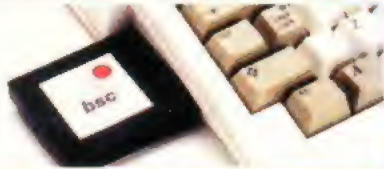
Delivery charges

Small consumables and software items under the value of £59 please add £3.50 P&P. Other items except lasers, next day courier service £10 per box. Offshore and highlands, please call for a quotation. In addition, we offer the following express services:- Saturday delivery normal rate plus £15 per box, Morning, next day normal rate plus £10 per box. E&OE prices subject to change without prior notice, goods are subject to change without prior notice. All trademarks acknowledged.

WHAT'S ON OFFER?

PCMCIA RAM CARD

RAM expansion for Amiga 600 and 1200 PCMCIA. Slot populated with 2 or 4Mb
2Mb.....£89 4Mb.....£149



VERBATIM DATALIFE DISKETTES

For guaranteed data retrieval



● 100% ERROR-FREE. You get total reliability. Each diskette is subjected to more than 70 chemical, magnetic and electrical tests to ensure it delivers exceptional accuracy and readability.

As low as £4.49 box of 10

AUTO MOUSE/JOYSTICK SWITCH

FOR AMIGA/ATARI

Allows you to instantly select either your mouse or joystick by a simple click on your mouse. You won't need to fumble around under or behind your computer to swap your mouse and joystick cable ever again, and also it saves your joystick port.

AT A GIVEAWAY PRICE £9.99

MOUSE 400



New from Japan. The 400 DPI mouse with Hi-tech mechanism, microswitch buttons, small, fits nice and snug in the palm of your hand. All at an affordable price of

£14.95

ALFAPOWER

IDE/AT-Bus controller for Amiga 500 with 8Mb RAM option; for 3.5" and 2.5" drives.....£99



Controller for A500/A500+.....£99.00
Controller + 40Mb HD.....£169.00
Controller + 85Mb HD.....£249.00
Controller + 120Mb HD.....£299.00
Controller + 170Mb HD.....£329.00
Controller + 240Mb HD.....£369.00
2Mb RAM.....£69.00
Autoboot, Autoconfig and Zero wait states

ISDN-MASTER

The data transfer sprinter for the Amiga 2000, 3000 and 4000.....£99



SCANNER

Newcomers who like to scan detailed graphics or complicated images experience with the ALFADATA a favourable alternative to typing or re-scaling and investing a lot of time. Advanced users who insist on the efficient character recognition and comfortable graphic software. Choose between ALFA-DATA plus or ALFA-DATA plus OCR.

GOLD AWARD - ST FORMAT



System requirements to run OCR: minimum 2Mb RAM and hard drive

ALFADATA PLUS
£119
(256 Greyscale)

ALFADATA OCR
Limited Special offer
£145

MEMORY MASTER 2000

8Mb RAM expansion for Amiga 2000, 3000 and 4000; uses 514400 DRAM chips.
2Mb.....£99 4Mb.....£169



AT-BUS 2008

IDE/AT-Bus controller for Amiga 2000, 3000 and 4000 with 8Mb RAM Option.....£99



Controller for A1500, A2000, A3000 and A4000.....£99.00
Controller + 40Mb.....£169.00
Controller + 85Mb.....£249.00
Controller + 120Mb.....£299.00
Controller + 170Mb.....£329.00
Controller + 240Mb.....£369.00
2Mb RAM.....£69.00
Autoboot, Autoconfig and Zero wait states

MULTIFACE CARD 3

Multi I/O card for Amiga 2000/3000/4000; 2 additional serial ports and 1 parallel port. £149



GIGAMEM

Virtual memory management for all Amiga with MMU. Including 040 support.....£59



Most recent powerful applications for the Amiga (eg: for graphics, music, animation, raytracing, D.T.P.) require more main memory than is available or possible to integrate. GigaMem is a program which simulates up to 1 GigaByte memory, which swaps onto any mass storage system (i.e. hard disk). Intelligent management accomplishes simultaneous use of several programs in a multitasking mode.

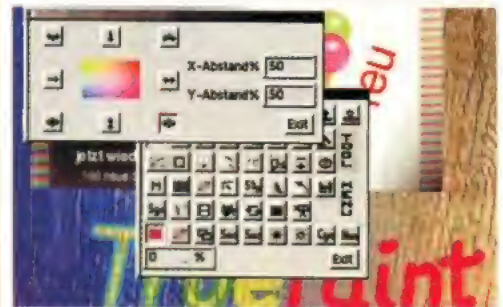
System requirements:-

- ★ GigaMem works with all AMIGA <R> computers with MMU (Memory Management Unit): i.e. Amiga's with 68020 or 68030 accelerator and MMU.
- ★ No restriction on type of HD controller and hard disk.
- ★ GigaMem is compatible with Kickstart 1.2/1.3 and 2.x.

£59

TRUEPAINT

24 Bit paint program for all Amigas; also AA Chipset.....£69



Paint Program for Amiga Application: TruePaint is a professional 24 bit paint software with full support of the AA chipset Amiga line. Using TruePaint, Amiga graphic and 24 bit graphic can be edited without any loss of quality. A maximum of 16368 x 16368 pixels renders your graphics feasible even for slide development systems.

FEATURES:

- ★ Up to 16368 x 16368 pixel with oversize function.
- ★ Various draw and paint functions.
- ★ Functions for mask, outline, recolor and filling.
- ★ Airbrush with adjustable spray functions and stipples.
- ★ Transparency curves also by brushes.
- ★ Slant, rotate, scale.
- ★ Easy drawing of Beziér curves.
- ★ Lightable function for editing animation pictures.
- ★ Text functions with full support of Bitmap and Compugraphic fonts.
- ★ Load and save with different formats: IFF, ILBM, PPM (Unix), JPEG and TruePaint special format.
- ★ Quick View of pictures with MINIPIC function.
- ★ Any Macro functions can be assigned to 20 function keys.
- ★ Unlimited Undo/Redo including Macros.
- ★ Full AREXX support.

SYSTEM REQUIREMENTS:

- ★ All Amiga with AA chipset, e.g. Amiga 1200/4000.
- ★ Kickstart™ 3.0 or above.
- ★ Minimum 2Mb graphics memory.
- ★ Additional memory recommended.

Repair service

New service centre/repair for most Amiga computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair. If the repair is carried out the £10 is then deducted from your bill.



ALIEN BREED 2

THE HORROR CONTINUES...

Sitting in the test room pootling around with *Alien Breed II*, I was moved to ask consultant ed Vic Neitch what he was doing with the stopwatch he was clutching. "Testing an accelerator card," he replied. "Split-second reflexes and no small amount of cunning are required," he continued. "Want to know what I had for breakfast as well? Toast and Marmite, lots of vitamin B."

Not the most exciting conversation to take place in the AF office. Yet this seemingly insignificant tete-a-tete bears such resemblance to this shoot-em-to-high-heaven game that it almost defies belief. For *Alien Breed II* requires split-second cunning and no small amount of reflex action. And the two main protagonists, Johnson and Stone are just the types who'd consume Marmite by the lorryload before heading off to blast aliens.

Brief Plot Scenario type of paragraph. It's some nine years since our heroes from the Inter Planetary Corps crushed an invasion of frightful aliens. Peace prevailed - until now, that is. The alien fiends are back and

without the help of Flash, Super, Spider, Wonder, Six Million, the Judge, or even the lads from *Star Trek*, it's up to you to quell this latest coup.

Aargh! Aliens! Bombarding you from all angles, the nasties' barrage is constant and unforgiving. Balls of fire (goodness gracious), choppers, mutants, blobby things - you name it, it's on your case. The helicopters can run you over, yet fly over fences taller than you without gaining any height, while you shoot in vain hitting the barriers. Not fair. But persevere, and after the initial anxiety and tears, you will treasure each success. Pick-ups are



It was, I believe Phil Collins who suggested that it wasn't a great deal of fun being an illegal alien. But the alien countered that being a bald drummer in Genesis was little better. And he was right.

scattered across a wide area, and if you're playing a simultaneous two-player game, it's wise to share them out so you both benefit. Credits are essential pick-ups and the first aid ones come in handy. Also, the keys enable you to get into all the rooms and passages.

Once inside the complex, there's a computer network which you can log on to when the need for that essential purchase arises. It provides access (if you have credit) to a range of goods including weaponry, key packs, as well as a superb selection of cutlery, crockery and tea tow-

els with maps of the levels on. The gaming area is huge. It's a maze of rooms and passages, which wouldn't be so bad but for the fact that they are occupied by more aliens than the population of China (NB: Future Publishing reserve the right to let Steve exaggerate wildly, sometimes).

Good game, good game Team 17 have, in this AGA version, produced some good graphic effects - the pre-mission screens are particularly stunning. The scrolling is smooth, although in the two-player games, both characters have to be on the screen at the same time, and you can get stranded at the side of the



After spending over half an hour trying to blast through the gate, our hero grabs the manual.



Upon close inspection, the manual reveals nothing. So our hero resorts to shooting on sight.



Blimey. What's this? A gap between the pipes. Has our hero finally come to his senses?



Oh no. Back at landing zone one. No, no, don't put that gun in your mouth. Put it in your ear.

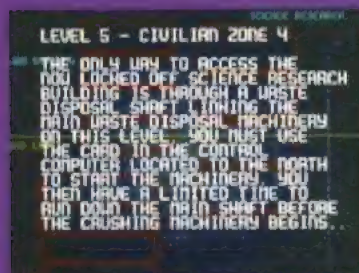


Another tricky situation for our hero, this time involving killer green blobs on carpet tiles.

screen if your mate's dawdling. And sometimes you get stuck in gaps which look easy to pass through.

Alien Breed II is not wildly original - you trundle along shooting everything in sight; but it's slick and it's fun and yes, it's hard too. In two-player mode, it's a joyous romp. Thoughts of pick-up sharing fly out of the window as you zoom around, spraying bullets with wild abandon.

Alien Breed Special Edition is in the shops at £10.99 and this retails at a hefty £29.99. Expensive stuff, even if they



Mmm, don't like the sound of that crushing machinery. I think I'll play Putty instead.

have thrown in an *Overdrive* demo and a helicopter shoot-em-up, *Apache*, for free.

Yet Team 17 are to be applauded for producing good quality, cheap games. And despite the 30 quid tag, *Alien Breed II* is a better game than many others in a similar price bracket.

Steve Bradley



Foul play. Choppers shoot you, run you over and still fly over the fences without going upwards.

ALIEN BREED 2



PROGRAMMERS

A Tadic, R Holmes, A Brimble

PUBLISHER

Team 17 0924 201846

PRICE

£29.99

RELEASED

Out now



GRAPHICS

1 2 3 4 5 6 7 8 9 10

They look very nice. Whether your Grandma would like them is a different matter. But smart.

SOUND

1 2 3 4 5 6 7 8 9 10

Both the speech and sound effects serve to enhance the quality. Pump up the volume.

ADDICTION

1 2 3 4 5 6 7 8 9 10

Play this with a friend and you'll both be there for hours. As good as snogging Kylie.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

The number of aliens on the prowl make this a tough assignment, but it's still great fun.

VERDICT

"With this game Team 17 have enthusiastically entered the AGA arena. Most have heard of, if not played, *Alien Breed*. The West Riding softies have not disappointed."

80%

COMBAT 2

classics

ANOTHER WINNING COMBINATION

THREE WORLD CLASS SIMULATION PRODUCTS NOW AVAILABLE IN ONE SUPERB VALUE COMPILATION

Available from October

Amiga - £29.99 and IBM PC - £34.99



• F19 Stealth Fighter

"F19 is the business. It deals with state of the art kit and is a state of the art sim."

Amiga Format

"F19 Stealth Fighter is an excellent flight simulation."

PC Format

© Microprose Software, Inc. ALL RIGHTS RESERVED

• Pacific Islands

"Frighteningly realistic: Pacific Islands is like juggling with smouldering dynamite. Lose your cool once, and you're dead."

Amiga Format

"Pacific Islands is immensely rewarding. It's likely to keep wargamers and mere amateurs hooked to their final battle."

PC Review

© Empire Software, Oxford Digital Enterprises
ALL RIGHTS RESERVED

• Silent Service II

"An engrossing tactical experience. If only all sequels were this good."

PC Review

"The spirit of Silent Service remains unchanged, it is still hit and run, kill or be killed...superb."

Amiga Format

© Microprose Software, Inc. ALL RIGHTS RESERVED

MICROPROSE

empire

Empire Software, The Spires, 677 High Road, North Finchley, London N12 0DA
Telephone: 081 343 9143

Empire Software is a registered trademark of Entertainment International (UK) Ltd



Shoot your starry missiles at the vicious, snarling boxer (the one in the gloves) or risk being reduced to a dog's dinner. If you make it through this level you'll have a tail to tell.



One of the many hidden bone-us levels into which you may stumble in Wonder Dog.

WONDER DOG



The hero of this escapade has, allegedly, been injected with a top secret wonder serum and launched into space in a bone capsule in a desperate effort to save the galaxy from General Von Ruffbone.

and taking on some particularly mediocre guardians, you arrive at General Von Ruffbone's home planet, K9, where your mission comes to a moderately thrilling climax. All of this is accompanied by the sort of music they played to carpet advertisements at cinemas in the 1970s, and some rather good graphics.

Although it seems a bit ruff at first, Wonder Dog eventually shows some pedigree.

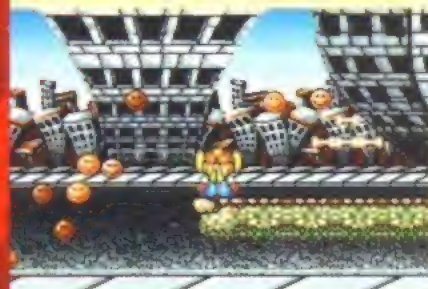
Richard Jones

First impressions can be misleading, and that's certainly the case with the platform extravaganza *Wonder Dog*.

Let's face it, Bunny Meadow isn't where you'd expect to start an adventure in which your canine hero must save the galaxy from the evil General Von Ruffbone and his army of dog troopers.

In fact, why anybody would want to go to Bunny Meadow is beyond me. The rabbits don't attack you unless you hit them first, the moles nip your ankles in a cute sort of way, and all there is to do is leap around the greenery and foliage collecting bones and diamonds and stumbling across the occasional bonus level before wandering off towards the next challenge.

You half expect Wonder Dog to stop half way through and say: "Come on bunnie wunnies, come on moles, come on hedgehogs, come on ducks, let's all stop and have a picnic." Pratt.



Collect the little smiley token to make the invisible platforms appear before your very eyes.

Anyway, after this less than auspicious start, *Wonder Dog* begins to show its teeth. The levels become more challenging, there's the occasional puzzle and you discover that Wonder Dog can burrow down to deep levels and slide under things, and that if you shoot some of the walls there are bonuses concealed within them.

After working your way through six levels (including the entertaining 'Dogsville' and 'The Scrap Yard' and the extremely tricky 'Planet Weird')



If you battle through the hazards and obstacles of *Wonder Dog* and make it to the final level on planet K9, you'll encounter enough unpleasant things to send you barking mad.

WONDER DOG



PROGRAMMERS

Dan Scott

PUBLISHER

Core Design 0332 297797

PRICE

£25.99

RELEASED

Out now

GRAPHICS

1 2 3 4 5 6 7 8 9 10

Smooth scrolling and well-drawn backgrounds add quite a lot to the gameplay.

SOUND

1 2 3 4 5 6 7 8 9 10

Everyone who heard the music was somehow reminded of the 1970s. Most peculiar.

ADDICTION

1 2 3 4 5 6 7 8 9 10

Enjoyable, but not the sort of game that you will have to be dragged away from.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

Despite a poor start, *Wonder Dog* develops into an engaging if undemanding platformer.

VERDICT

“ *Wonder Dog* is a well-crafted platformer, which lacks any real originality but is fine as far it goes. The graphics are good, but the sound is a bit annoying. ”

74%

THIS MAN IS WANTED THROUGHOUT THE GALAXY.

In an unprecedented move the Interstellar Revenue Decimation Service have appealed for public help in tracking one of the greatest debtors in history.

Known as Jack T. Ladd, he was presented yesterday with a tax bill reputedly totalling at least twice the gross national income of several major star systems, and given 28 days to pay. This was the last that the IRDS saw of him.

The photo-fit recreated here has been put together from descriptions supplied by various members of the IRDS, several bartenders, his landlord and fourteen women with intimate knowledge of him.

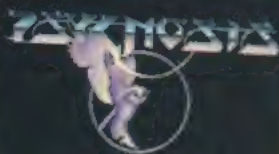
Known throughout the underworld as a professional thief, Jack T. Ladd has already been sighted on three planets, one Cloud City and at least four bars. It is believed that he is involved in various nefarious deals in a vain attempt to raise the money he owes. However a spokesman for the IRDS told us "He doesn't have a chance, he's only got four weeks and our patience is already running thin. We've got him by the XXXX's."

If you see this man do not approach him, he may be armed. We know he carries a fully loaded credit card wallet, and women especially are advised to avoid him at all costs. His charm is lethal.



WIN a fabulous
Innocent Until
Caught baseball

jacket. Just answer this simple question: Who is Chasing Jack T. Ladd?
a) MIS b) the IRDS c) the FBI
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Who is Jack T. Ladd? Psychosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.



UNITED STATES OF PSYGNOSIS ANNOUNCEMENT.

Playing Innocent Until Caught is thought to be addictive. 10Mb of data, superb gameplay, realistic 8-way movement and features including SmuttiText™, Censo-Round™ and CyniPlay™, are but a few of the ingredients thought to be included in an insidious attempt

to lead the fine young people of our Galaxy off the straight and narrow, down the rocky road of debauchery.

We also warn that playing this game constitutes an attempt to assist one of the greatest villains of our time in avoiding lawful repayments of taxes. Anyone found abetting this criminal will be dealt with severely. If you have already encountered this man and are facing a dilemma call the Innocent Helpline.



AVAILABLE ON PC AND AMIGA.



HELPLINE 0891 101 276

All calls cost 34p per min, cheap rate, 48p at all other times. Please ask the bill payer permission before using the phone. For a full set of rules send SAE to Psychosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

FROM THE MAKERS OF
AMIGA
FORMAT

DON'T BUY AN UNTIL YOU'VE

THIS MONTH IN AMIGA POWER, WE BRING YOU...

ALL-OUT WAR!

"Playing this is more important to me than eating, sleeping, or any other bodily function."

— Cam Winstanley reviews Sensible Software's arcade wargame, *CANNON FODDER*.



CUTE PLATFORMS!

"You play the part of a dog with a silly hat on (always a good start) who throws stars (well, he would, wouldn't he?) and has to, er, well, er, get to the end of the game, really. It's fun. Sort of."

— Tim Norris explains the plot of *WONDER DOG*, the very latest Mega Drive conversion from Core Design.



BRITAIN'S BEST-SELLING A

AM

A MAGAZINE WITH ATTITUDE

THIS

YOURS WITH ISSUE 32 OF AMIGA POWER

EXCLUSIVE!
THIS DISK COULD WIN YOU

£1000

OF SOFTWARE!

TURN TO PAGE 6 AND FIND OUT HOW

disk
extra



YOURS WITH ISSUE 32 OF AMIGA POWER

CYBERPUNKS

Reluctant teenage
misfit Gumbel and
alien Synthesia
down a dark
alleyway late at
night. In visual
space. Etc.

disk
32



WIZ 'N' LIZ

A whole load of female
folk. From Fyresdale's new
two-player platformer.

SPACE INVASION

Yes, again.



AMIGA GAME READ THIS!

ON
SALE
NOW!

AMIGA GAMES MAGAZINE!

AMIGA POWER IS IT! CANNON FODDER

The best game of the year
first ever review inside!



SPORT!

"Decapitation is actively encouraged, as is stomping and inflicting harm on your opponents when they're down. No wonder we're breeding a nation of monsters."

— Steve McGill gets well into Millennium's beat-'em-up soccer sim, *BRUTAL SPORTS FOOTBALL*.



ER, 3D POLYGON SHOOT-'EM-UPS. IN SPACE!

"Elite was pretty fronty. But *Elite 2* — is *FRONTIER*!"

— Dave Green makes a very bad pun to introduce our massive in-depth review of *ELITE 2: FRONTIER*.



Yup

— no matter what kind of games you like the most, you'll find them reviewed in *AMIGA POWER*. This month we've also been playing *Second Samurai*, *Alien Breed 2*, *Cyberpunks*, *Seek And Destroy*, *Bob's Bad Day*, *Jet Strike*, *Prime Mover*, *Deep Core* and *The Settlers* and boy, do we have a lot to tell you about them. That's not forgetting our **EIGHT** pages of fantastic previews (including an **EXCLUSIVE** look at *Cool Spot*) **PLUS** the opportunity to win all kinds of things, including £1,000 worth of games from the new HMV shop, Level One. If it's about Amiga games, then you'll find it in our current issue — why bother with anything else?

SEEK AND DESTROY

The helicopter has been something of a tour de force in 1993, what with the brilliant *Desert Strike*, the fantastic *Gunship 2000*, and the slightly less impressive *Firehawk*. Noel Edmonds has still got his, I think; and Leonardo Di Vinci almost invented it. And Guns 'n' Roses go to concerts in them, apart from when they go by bus. Or by limousine.

Next up is Vision Software's *Seek and Destroy*, a blast-em-to-smithereens affair. Four different terrains (desert, water, snow and jungle) and a heap of missions are on offer in this easy-to-complete number.

I'm lying actually. This game is not easy. I've got a fax from Vision headed 'Hints and Tips'. At the bottom of the sheet it states: "everyone at Vision has been able to com-

plete all 15 missions and continue playing for points". Fair enough, they wrote it, but they're so matter-of-fact about it. I haven't seen sight nor sound of snow or jungle. So this is a shoot-em-up that will keep you in business for some time.

Seeking the folk that you must destroy is achieved by using the radar which is permanently on the tail of the chopper. Coloured dots represent the different enemies which include 'copters, tanks, and ships. Buildings are yellow (not scared, yellow dots, I mean). There is also a built-in map screen which you can refer to in times of need - in my case this was constantly.

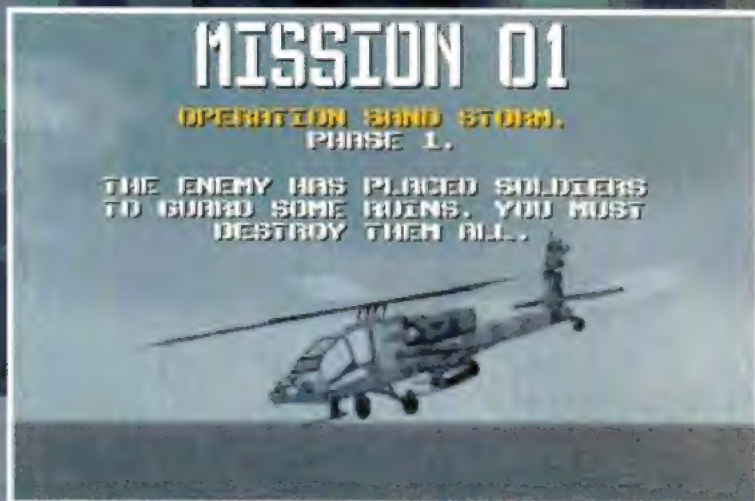
Tactical manoeuvres

Seek and Destroy has a two-player simultaneous mode. One player flies the chopper while the other acts a gunner, using a joystick from the other port. It's also possible to play in two-

MISSION 01

OPERATION SAND STORM.
PHASE 1.

THE ENEMY HAS PLACED SOLDIERS TO GUARD SOME RUINS. YOU MUST DESTROY THEM ALL.



"I've been flying choppers for seven years now. And I love it - you know, war and that. Dead smart it is. And you get to wear a great jacket." Terry Simpkins - helicopter pilot from Barnsley.

player mode on your own using a joystick in one hand, and bashing away on a mouse or stick with the other (if you're a bit clever, unlike me). There's a decent array of weaponry at hand, accessed using F1 to F6 on the keyboard (if you're ambitious - you need three hands) including interceptor and ground missiles, nicely complemented with a generous helping of

napalm bombs.

Some enemy buildings, when blown to pieces, reveal pick-ups which replenish either fuel, shield or weaponry. Trouble is, you have to land to acquire them and often, you face a barrage of fire when attempting to do so. But no matter, practice makes perfect (and practice, you will need to).

Slick and smart

But don't be put off by the difficulty of *Seek and Destroy*. It's very slick and



1

Mission 01! Take off from base and head towards enemy lines. Easy enough.

2 It looks a bit busy on the scanner; still, no sign of the blighters, so why worry?

3 Oh dear. Where did you lot spring from? Steady on lads, this is a bit unfair.

4 If I can just manoeuvre my way through this problem, I'll probably be able to...

5 No, it seems I won't be able to. Mind you, if I can just land safely I'll be...

6 Aha! So that's the way it's to be. Next time, it'll definitely be a different story.



3

2



5

4

1993



Stander missiles, artillery, ground soldiers - they're the same of the modern helicopter pilot.

well presented, with smart graphics, and dandy kabooms and 'Return to base' sound effects. When used with an A1200 or A4000, it recognises the AGA chips and automatically enhances both the graphics and sound by some four times.

The scrolling is super-smooth and the chopper easy to manoeuvre; and when you are spinning the chopper around, the scenery rotates in such a way that you still feel in control, unlike with *Firehawk* where you seemed to spin wildly.

Out-and-out blasting

Yes, there are many shoot-em-ups out there. And *Seek and Destroy* is by no means an original example of the genre, but in successfully combining elements of the best Vision have come up with a winner. If one were to be unkind, one might suggest that it's *Desert Strike* without the drama. But as an out-and-out blast-em affair, it's up there with best of them.

Stephen Bradley ☺



6

SEEK AND DESTROY



PROGRAMMERS

Paul Andrews
and Rodney Smith

PUBLISHER

Vision/Mindscape

PRICE

TBA

RELEASED

TBA

GRAPHICS



Excellent, particularly when used with an AGA machine. Even tiny soldiers look good.

SOUND



Rather too convincing at times, in both the use of speech and bomb blasts.

ADDICTION



Maybe it's a bit too tough to get in to, but once you do it'll keep you interested for ages.

PLAYABILITY



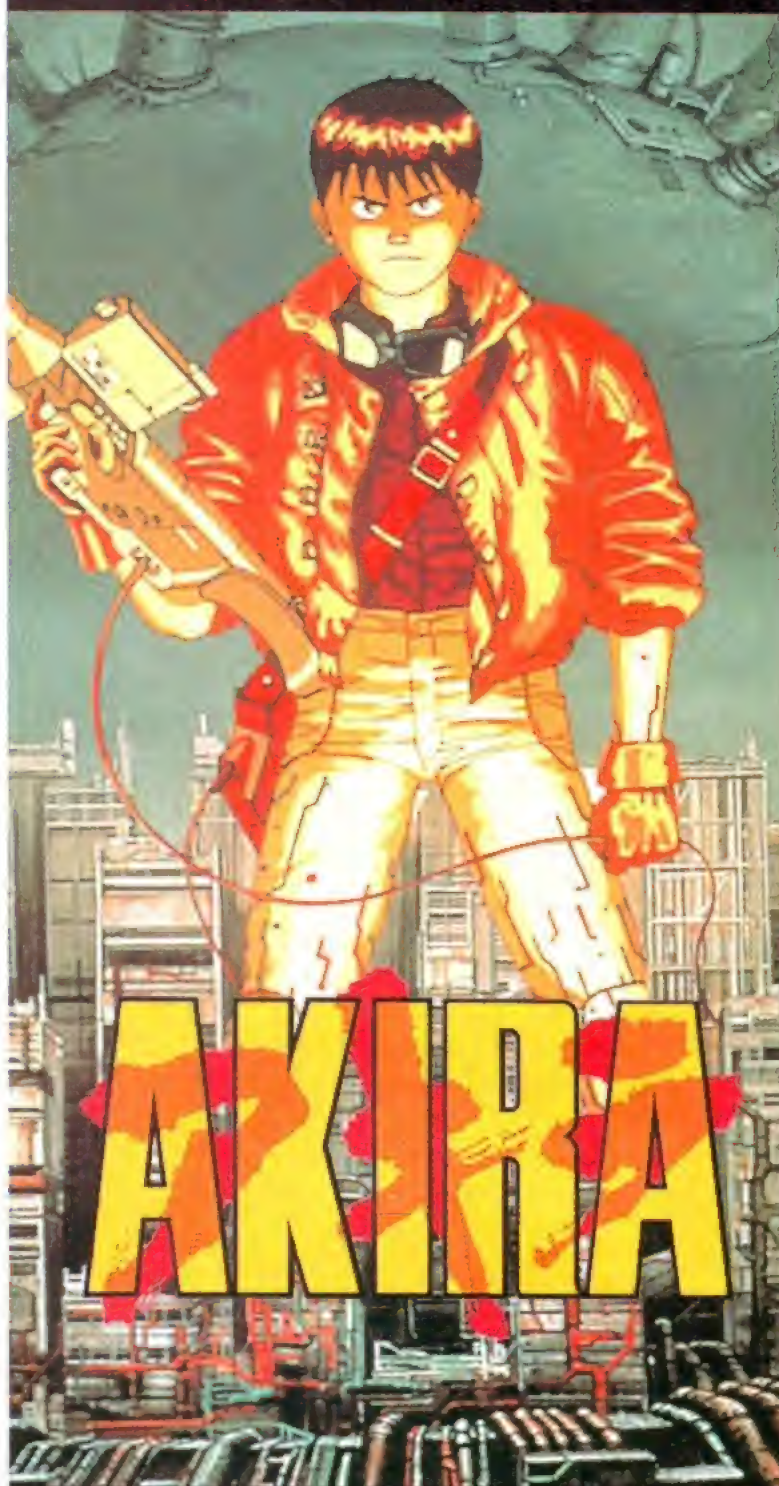
Shoot them up, and spit them out, unless they manage to do it to you first!

VERDICT

"A super-fast, super-smooth, super-scrolling shoot-em-up which should keep your finger on the trigger for a long time."

85%

MUSIC FOR THE 21ST CENTURY!



SPECIAL OFFER: GET THE AKIRA ORIGINAL SOUNDTRACK CD FOR ONLY £9.99 EACH INC. P&P.

To take advantage of this offer simply: - send a cheque/P.O. made payable to BLACKMAIL or send your VISA/ACCESS credit card details (Card No./Expiry Date/Cardholder's Name And Address) To: BLACKMAIL, FREEPOST (TK 974), P.O. BOX 9, BRENTFORD, MIDDLESEX, TW8 8BR. You can also call us on our credit card hotline 081 569 7820, (24 hours) or even FAX your order on 081 568 8223.

Remember all prices are inclusive of P&P.



The planet Feminion is dominated by a breed of ruthless and resourceful women. Do not take their threats to your macho pride lightly.



Danny and Junior – heroes of the original *Body Blows* – slug it out again in a contest to prove who's the toughest in the galaxy.

BODY BLOWS GALACTIC

Fighting's no fun any more. Just because you're the world champ you get every no-hoper in the world trying to have a go at you. It's just such a pity they're no match for a well-placed uppercut, a strategic knee jab or the lightning bolt from your ironbar fingers. Time to go elsewhere for some action.

Body Blows Galactic finds you following in the footsteps of Danny and Junior (the heroes of the original *Body Blows*) as they explore other planets in search of head-cracking inspiration.

They stumble across the warlike inhabitants of Gellorn-5, Miasma, Feminion and Eclipse and decide to challenge them all to a beat-em-up contest where the victor will be crowned Galactic Champion.

Show off those skills
You and up to eight pals can choose to play one of 12 extra-terrestrial characters with an astonishing variety of fighting skills and special moves. The action takes place over the five different planets of the competition's hosts and there are three difficulty levels to choose from. It all sounds remarkably similar to the

original *Body Blows*. True, you get to choose a few more characters and feast your eyes on some different back-grounds, but the basic concept remains unchanged.

Like any beat-em-up, this game is all about smacking your opponents all over the shop until they finally crumple into a defeated pile. This proves easy enough against human opponents, but not so easy against the Amiga-controlled baddies.

The main problem lies with the sluggish joystick controls. You find yourself waggling like crazy to get some kind of reaction out of your hero only to see him constantly bouncing his dented head against the pavement. Naturally, your Amiga manages to pull the required stunts with breathtaking ease while you just stand there grimacing and doing an occasional backflip.

OK, it's not really that bad, but it does get very frustrating when you keep being beaten again and again through no discernible fault of your own. Having 21 different joystick manoeuvres to remember really doesn't help any, either.



Tekno delivers an energy-zapping high kick to his cyborg opponent, Later.

Beat those body baddies
The gameplay

really is much better in two-player or Tournament mode when you stand a far better chance of actually putting one over on your opponents. It's a great feeling being the toughest new kid on the block and it's better than trying the handles on parked cars for an evening.

With both standard Amiga and AGA versions available, *Body Blows Galactic* is a worthy successor to the original.

This certainly won't be the best or most expensive beat-em-up you'll play this Xmas, but it comes pretty close.

Rob Mead



Inferno sends Warra reeling after a brutal Flying Flame attack.

BODY BLOWS GALACTIC



PROGRAMMERS

Team 17 in-house

PUBLISHER

Team 17 0924 291867

PRICE

Standard £26.99 AGA £29.99

RELEASED

Out now

GRAPHICS

1 2 3 4 5 6 7 8 9 10

Large, well-animated sprites and sexy backgrounds make this a great game to gawp at.

SOUND

1 2 3 4 5 6 7 8 9 10

Bone-splintering sound effects and speech samples elevate this game above the average.

ADDITION

1 2 3 4 5 6 7 8 9 10

It'll keep you going all through Christmas, but you'll be pig sick of it by New Year.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10

Iffy joystick controls makes this a tricky proposition. Two-player or Tournament mode is best.

VERDICT

"Galactic is better than the original, but it suffers from dodgy joystick controls and is trembling in the long shadow cast by the upcoming *Elfmania*."

88%



Junior, who is named after one of *Body Blows* programmers, uses a powerful fireball called The Fists of Fury.



Gellorn-5 inhabitant Dino has an unusual move. He attacks opponents by slinging his piggy-backing friend into the fray.



Also from Gellorn, Dragon has a spine-chilling roar and a bouncing bomb attack named the Dambuster.



Inferno proves deadly in combat when he uses a burning catherine wheel move called the Heatseeker.



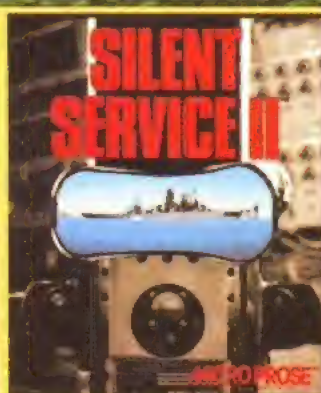
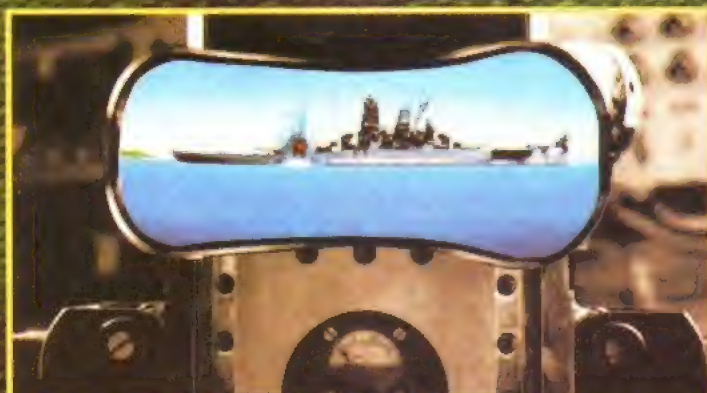
Earthling Danny is a tough fighter. Watch out for his Inner Energy Bolt which sends a ball of venom crashing into your gizzard.



Feminion's second female, Kai-Ti has wicked ways, especially when she disarms opponents with a meditative Finger Press.



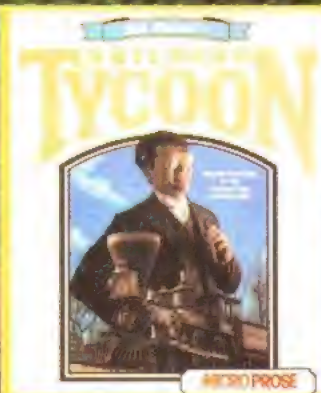
Lazer fights like a man possessed, unleashing nasty Laser Beams at any enemy who dares to get in his way.



SILENT SERVICE II : Silent Service II is the sequel of Silent Service, the great sub-battle simulation. This new version benefits from great technological improvements and many new missions.



RED BARON : 1914. World War One breaks out in the sky; thanks to Red Baron you now have the chance to become one of the aces of all times.



RAILROAD TYCOON : In the 19th century Industrial Revolution begins in Europe and America; thanks to Railroad Tycoon you will be able to take part in this epic running a railway company.



THE PERFECT GENERAL : The Perfect General includes a highly refined yet intuitive playing system; in this wargame you will be able to challenge either your computer or another player through various battles.



**Battles &
Strategy...**

THE LORDS OF POWER

**...4 hits for
glory.**

**Available on PC 3.5
and AMIGA**

AMIGA is a trademark of Commodore-Amiga, Inc. IBM is a registered trademark of International Business Machines. PERFECT GENERAL : © 1991 White Wolf productions Inc. © 1991 QQP, Inc. All rights reserved. RAILROAD TYCOON : © 1990 Microprose Software, Inc. RED BARON is a trademark of DYNAMIX, Inc. DYNAMIX is a registered trademark of DYNAMIX Inc. © 1991. All rights reserved. SILENT SERVICE 2 : © 1990 MICROPROSE SOFTWARE.

UBI SOFT Ltd.
Finchley House,
707 High Road, North Finchley
London N12 0BT



THE CENTRE OF TEC



WTS ELECTRONICS LTD, CHAUL END LANE, LUTO



Amiga 1200 Packs

- 32-bit 68020 Full power
- On site warranty
- Two Python joysticks
- Free Paint package software
- Mouse mat
- A1200 Standalone **£274**
- A1200 with 20 MB **£354**
- A1200 with 40MB **£399**
- A1200 with 60MB **£424**
- A1200 with 80MB **£439**
- A1200 with 120MB **£509**
- A1200 with 200MB **£599**



Amiga 4000 Packs

- AGA Chip Set
- 68030/40 processor
- Co-pro option
- 2MB/4MB RAM
- A4000 030 with 80MB HD & 2MB **£899**
- A4000 030 with 80MB HD & 4MB **£999**
- A4000 030 with 120MB HD & 4MB **£1069**
- A4000 040 with 120MB HD & 6MB **£1999**

A1200 Dynamite Pack

- Simply add to pack price **£45**
- CD32 **£284**

A1200/A600 Hard Drives



- Easy to install upgrade kits
- Full instructions and cables where necessary
- All drives supplied with formatting instructions and software
- Free fitting available - phone for details
- 20MB HD Upgrade Kit **£85**
- 40MB HD Upgrade Kit **£135**
- 60MB HD Upgrade Kit **£154**
- 80MB HD Upgrade Kit **£169**
- 120MB HD Upgrade Kit **£249**
- 200MB HD Upgrade Kit **£329**

A1200/A600 Memory Upgrades

- A1200 PC 1204 4MB + clock (Co-pro option) **£198**
- ProRam 2MB PCM-CIA A600/A1200 **£118**
- ProRam 4MB PCM-CIA A600/A1200 **£127**
- ProRam 1MB A600 **£37**
- A1200 Real Time Clock **£17**

Amiga 500 Hard Drives



High Quality GVP Hard Drives

	A500	A1500
120MB	£389	£342
500MB	£889	£842
1GB	£1089	£1042

Internal Hard Drives for A500

- Easy to install - Full instructions
- LCD technology
- Pro Internal 20MB hard drive **£175**
- Pro Internal 40MB hard drive **£245**
- Pro Internal 80MB hard drive **£295**
- Pro Internal 120MB hard drive **£355**
- Pro Internal 200MB hard drive **£455**
- A570 CD drive **£149**

Monitors



- Philips 8833 MKII Monitor **£189**
- Commodore 1084s **£174**
- When purchasing with an Amiga deduct **£10** from above pricing
- Dust cover for the above **£5**

SVGA /Multisync Monitors



- 14"/20" Super high resolution colour display
- Professional IBM compatibility
- Complete with cable
- Full UK warranty
- Tilt & swivel stand
- A1200 SVGA Monitor (Displays high productivity modes) **£228**
- A1200 SVGA+ Monitor (Medium resolution, displays all modes high and low) **£274**
- A1200 SVGA+ Monitor (High resolution, displays all modes) **£369**
- A1200 SVGA plus 20" Monitor (Displays all modes ideal for DTP, CAD etc.) **£1044**

Workstations



- Ergonomically sound
- Facilitates up to three external floppy drives
- Made in the UK
- Strong and robust
- Aesthetically pleasing
- Keep your desk neat and tidy
- Supplied complete and assembled with free mouse mat
- A500 Workstation **£36**
- A600 Workstation **£36**
- A1200 Workstation **£36**
- Workstation Coverall dust covers **£5**

Peripherals



- 100 Capacity lockable disk box **£5.99**
- Squick mouse **£13.99**
- Mouse mat **£1.99**
- TDK high quality DSD (10) disks **£9.99**
- Computer Mall DSD (10) disks **£6**
- Jet Fighter joystick **£13.99**
- Apache joystick **£6.99**
- Python joystick **£9.99**
- Zipstick joystick **£14.99**
- Screen Beat speakers **£29**
- Zi-Fy speakers **£39**
- A500/A600/A1200 Dust covers **£4.99**
- A500 Modulator **£36**
- Mini Office package **£54.99**
- Supra 2400 Modem **£89**
- Supra Fax Plus Modem **£148**
- Supra v.32 BIS Fax Modem **£358**

Scanners



- Allows image processing in a useful and unique fashion
- Comes complete with operation manual
- One of the fastest growing applications for home and professional users
- High specification coupled with cost effective pricing
- Power Hand Scanner
- 64 greyscales 100-400 DPI
- Thru'port to printer
- Fully compatible with Delux Paint 4, etc.
- Advanced software
- Power Hand Scanner v3.0 **£96**
- Power Hand Scanner Colour **£229**

Pro ROM Swapper



- Swap between Kickstart chips
- Fits A500, A500+, A600, A1500
- Auto swapping via keyboard control
- Flexible cable allows the swapper to work in conjunction with accelerators etc.
- Simple to fit - full instructions
- Pro ROM Swapper **£18**
- Pro ROM Swapper + 1.3ROM **£37**
- Pro ROM Swapper + 2.04ROM **£40**
- Workbench 2.04 plus manuals **£49**

TECHNICAL EXCELLENCE

N, BEDS, LU4 8EZ TEL (0582) 491949 (6 LINES)

Est. since
1984



Pro Agnus 2MB



- Provides a full 2MB of Chip Memory for the Amiga 500 and A1500/2000 • Designed and built in England • Supplied with 8375 Obese Agnus • Includes 2Mb Memory on board in the form of low power Zips • Allows the processing of elaborate animation and sound sampling • Provides the same max. chipmemory as the A3000/A600 & 500+ • Increases addressable memory space from 9MB to 10MB • Complete with full instructions and flying leads • British made

• Pro Agnus 2MB **£139**
(Free fitting available - Phone for details)

A500 Memory Expansions



A500 Pro-RAM 0.5 Meg. Upgrade

- Allows 1MB software to run
- Chip memory compatible
- British made

• Without clock **£16**
• With clock **£19**

A500 Pro-RAM 1.5 Meg Upgrade

• Gives a full 2MB of memory **£74**

A500+ 1MB Meg Upgrade **£29.95**

High Current Power Supply



- Allows the addition of peripherals without damage to computer or power supply
- Why risk damaging your expensive kit when one simple investment will ensure total peace of mind now and for the future
- Switch mode design
- Full crow bar projection
- British made

• A600 Power supply unit **£44.95**
• A500 Power supply unit **£44.95**
• A590 Power supply unit **£44.95**
• A1200 Power supply unit **£54.95**
• A2000 Power supply unit **£99.95**

Cumana 3.5" External Drive



- High Quality
- Renowned and proven reliability
- Top notch specification
- Anti-click
- Long moulded cable
- Slimline design
- High impact plastic

• Cumana external drive **£59**
• Cumana external drive + 100 capacity disk box **£62**
• Cumana external drive + 100 disk box + 20 blank disks **£68**
• A500/A500+ Internal replacement disk drive **£46**

Printers



- High quality premium range of Amiga printers
- Two year manufacturers warranty.
- Complete with cable to Amiga 500
- Citizen registered for Dealer plus service
- Swift 1200+ **£129**
(9 pin, 80 column, 144 CPS draft, 30 NLQ, 4KDB Buffer)
- Swift 90 Colour **£168**
(9 pin, 80 column, 216 CPS draft, 54 LQ, 45dB quiet mode)
- Swift 200 **£186**
(24 pin, 80 column, 216 CPS draft, 72 LQ, 43dB quiet mode)
- Swift 240 Colour **£259**
(24 pin, 80 column, 240 CPS draft, 80 LQ, 43dB quiet mode)
- Swift Pro Jet **£299**
(80 column, 50 nozzle print, 360 CPS draft, 120 LQ, HP emulation 8KB buffer, 3 fonts, virtual lazer quality)

Chips and Spares



- WTS have sole distribution rights from Americas biggest Commodore chip distributor
- Workbench 2.04 Kit (includes manuals, disks & chip) **£78**
- Kickstart 2.04 **£24**
- Kickstart 1.3 **£29**
- Kickstart ROM Swapper (Swap between Kickstarts) **£18**
- Fatter Agnus 8372 **£29**
- Obese Agnus 8375 **£39**
- High Res Denise **£24**
- 1MB x 9 Simms (3 chip) **£29**
- 1MB x 4 Zips **£14**
- 8520 CIA **£9**



SALES HOTLINE 0582 491949 (6 LINES), 0480 471117 (24HR), FAX ON 0582 505900



Credit Card ordering by phone is easy. Simply phone our sales hotline quoting your credit card number., expiry date, name and address and the products you wish to order and we'll do the rest. Alternatively write the above details on your letter when ordering by post.



When ordering by post in cheque form please write your cheque card guarantee number on the reverse of the cheque and send along with your order. Postal Orders are also accepted.



NO DELIVERY CHARGES TO UK MAINLAND. MINIMUM ORDER AMOUNT £15.00.
Should you wish your order to be sent by courier service please add £5. This method includes Comprehensive insurance.



WARRANTY: One year return to base (excluding chips).
ONE YEAR EXTENDED WARRANTY: Available on all products (excluding chips) at 10% of purchase price when ordering.

WHERE TO FIND US!

Head Office
WTS Electronic Ltd
Chaul End Lane
Luton
0582 491949

Computer Mall Bedford
No.16 Downstairs
The Harpur Centre
Bedford
0234 218228

Computer Mall St. Neots
No.6
Priory Mall Shopping Centre
St. Neots
0480 471117

Computer Mall Hertford
49 Railway St.
Hertford
0992 503606

Computer Mall Dunstable
84 High Street North
Dunstable
Bedfordshire
0582 475747

All prices quoted or products stocked are subject to stocking levels and availability. WTS cannot be held liable or supply reimbursement for force majeure, or items, which are out of stock due to demand or low stock at its suppliers which may result in delayed delivery or non delivery, payment with order, please allow 28 days for delivery. WTS reserve the right to amend prices, revise packs, specifications and or substitute product without prior notice at any time without liability upon itself. E & OE

From the breathtaking 3D into the end of World Seven, you know you're playing one heck of a game. Zool is very fast, very furious and filled with all kinds of psychedelic obstacles and baddies for you to overcome.

Widely touted as a console-beater when first released, the triumphant arrival of Zool on the CD³² should help establish the machine as a viable game-playing format and consign pretenders like the lacklustre Oscar to the bargain bins of history.

The aim of the game is to get the "Protector of Creative Thought and Defender of Positive Action" through seven themed worlds – Sweet, Music, Fruit, Tool, Toy, Funfair and Shoot-em-up – collecting bonuses and zapping a motley collection of baddies as you go.

Zool CD³² plays like an absolute dream. You're hooked within the first couple of minutes of play as the scorchingly fast Ninja leaps from platform to platform. There are lots of great touches – like the ability to cling to the side of objects – and his spinning bamboo attack puts even the toughest baddies in their place.

As well as (obviously!) including the enhanced graphics and sound effects of the AGA version, Gremlin have also added some marvellous 3D animated sequences and a selection of – hey! – real music for you to blast through your stereo. All in all, Zool is an incredibly slick, day-glo

ZOOL CD32



Zool, Ninja of the Nth Dimension, comes crash-landing onto CD³² with the help of some souped-up graphics and a funky soundtrack.

platformer with a real sense of character. You're hooked into his technicolour world right from the word go and it's almost impossible to put the controller down. The pace is frenetic and you can make Zool move even faster by toggling the Inertia and Speed settings on the Options screen. There are three difficulty levels too.

Controlling Zool is simplicity itself. Press the Red button on the joypad to make him jump, the Green button to fire and both together for a baddie-beating leap. The D-pad is used for Zool's eight other gravity-defying moves.

No game is perfect, though, and Zool has more than its fair share of faults. For one thing, the backgrounds are so overwhelmingly colourful at times that it's hard to tell what's in the foreground. This means you end up being clob-

Programmers: Gremlin in-house ■ Publisher: Gremlin 0742 753423
■ Price: £25.99 ■ Release: out now ■ AF Rating: FG93%



Welcome to Sweet World, home of the ferocious jelly and the hard-boiled bee. Collect the goodies for 100 points apiece. Keep an eye out for the flying hearts, too – they give you more energy.



"Ooh look, he's waving." These were the final words of Alfred J Prutrock before Zool unleashed a killer Ninja Kick at his head.

bered by baddies you thought were part of the scenery and the sight of Zool pirouetting madly from platform to platform against such a distracting backdrop can actually make you feel quite ill. I also hate the way baddies keep coming back to haunt you no matter how many times you kill them.

However, these are minor niggles in an otherwise cracking platform game. Rush out and get yourself a copy today.

Rob Mead

SLEEPWALKER CD32

Programmers: CTA Developments ■ Publisher: Ocean 061-832 6633
■ Price: £25.99 ■ Release: out now ■ AF Rating: 83%

Comic Relief's all over now, so you forget about being charitable. The question is: can *Sleepwalker CD³²*

stand up to close inspection, now the hype is all over?

You play a cutely animated dog called Ralph in a platforming adventure centred around your sleepwalking master, Lee. The aim of the game is for you to safely guide Lee through the hazardous streets of Kipsville and get him safely back to bed.

The first thing you realise is that Ocean have done this on the cheap. The plastic CD box doesn't have any special artwork or information on it

and you get a copy of the standard Amiga manual with a slip of paper showing you which keys to press on the CD³²'s controller. Tut, tut.

Sleepwalker also loses points for being almost unbearably frustrating.



Oh dear! Ralph falls victim to Kipsville's over-zealous dog-catcher. Looks like Lee's going to be waking up sooner than you thought.

You think you've got little Lee into the perfect spot for a good kick up the side of a building when he trundles off and spoils your plans.

However with six massive levels, stacks of puzzles, bonus sections and some genuinely funny moments, *Sleepwalker* turns into an addictive and absorbing platformer. This CD³² version has all the gorgeous graphics, sound samples and animations of the AGA incarnation as well as some very Christmassy music. It's a shame Ocean



Ralph tries to stop the somnambulist Lee from taking a tumble off a very high building. Good job you're here to help out.



haven't included extra levels or animations (though there is a rolling *Inferno* demo) but this is still a brilliant game to get for CD³², despite the cheapskate packaging.

Rob Mead

DINOSAUR DETECTIVE AGENCY

A timely release or a cynical cash-in on the fashion for all things Jurassic? It doesn't matter, really, because this game is complete and utter tosh.

Dinosaur Detective Agency is a cutesy platform game starring Sherlock Ness – the dino detective of the title. You have to help him traverse four different worlds in search of the clues which can help him solve the different cases his pals have reported to him.

Naturally, there are plenty of bonuses and nasties hanging around each level to help or hinder your progress. At the end of each level

Of all the detective agencies in all the world, why did this creep walk into mine? He knew we were both victims of a sad movie cash-in.

Programmers: In-house ■ Publisher: Alternative 0977 797777
Price: £16.99 ■ Release: out now ■ AF Rating: 38%

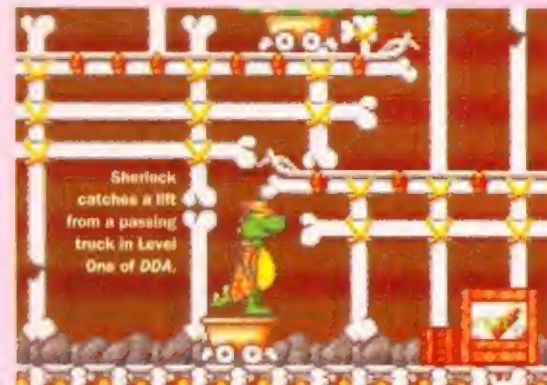
you also have to use your trusty camera to take a picture – in a Golden Shot kind of way – of the baddie who caused your pals such grief.

Sadly the only crime committed here is of extremely dodgy graphics and flaky gameplay – Sherlock's leaping ability is especially suspect

and you waste a lot of time, lives and hair trying to get him from one platform to another.

At £16.99, it's not cheap either, so give *DDA* a miss and flick elastic bands at your kid brother instead.

Rob Mead



GRAHAM GOOCH'S SECOND INNINGS

When *Graham Gooch's World Class Cricket* arrived in the office it was met with the odd suspicious glance. Cricket and Amigas tend to make uneasy bedfellows, the intricacies of the game being difficult to portray successfully.

But Audiogenic did a magnificent job combining great graphics and sound with convincing and realistic gameplay. It was by no means perfect, but good enough for me and a mate to play through the first half of the FA Cup Final.

You couldn't bowl a googly, but spin, swing and fast balls were all weapons in the armoury for budding Wasims, Warnes or, erm, Pringles.

Programmers: In-house ■ Publisher: Audiogenic 081-424 2244
Price: £17.99 ■ Release: out now ■ AF Rating 80%



Unfortunately, you have to spank the monkey out of your joystick to get the ball to go at Wasim speed.

And now Audiogenic have released *Graham Gooch's Second Innings*, an add-on to the original game with a whole host of extra features. The computer batsmen are improved, all 18 county squads are included and there are five historic matches to watch including 'Botham's Test' from 1981.

You must have the original game to use *Second Innings*, and the total cost for both is a fulsome £48. The game has been improved and it is a worthy addition to a good cricket sim but I would have liked to have seen the price nearer a tenner.

Steve Bradley

BILL ELLIOT'S NASCAR CHALLENGE

So what's Nascar then? It stands for National Association for Stock Car Auto Racing and it takes place on short tracks and super-speedways across America. And as luck would have it, our Bill is the fastest driver of them all. He once qualified for a race averaging 212 mph – and that's mighty fast.

The drivers have to be adept at racing on the many types of circuit – on both high-banked oval tracks and on flat road tracks.

There are three cars to choose from (a Ford, a Chevy and a Pontiac) and eight different circuits including one at Darlington. Options are plentiful and they include auto and manual gears, and you can even drive on 'no damage'.

Programmers: Konami ■ Publisher: Gametek 0753 553445
Price: £14.99 ■ Release: out now ■ AF Rating 50%



The racing simulation is gradually seeing a change. Out go the point-of-view perspectives, and in come the overhead views à la *Skidmarks*, *Micro Machines* and *Overdrive*, Hurrah, say I.

It's a couple of years old this game and it shows. The graphics are fairly basic although the roar of the engine is splendid.

How does it race? Well, just like a lot of other average racing games but I couldn't face the 300 laps of some of the tracks – it gets heavy going. The control works well after a bit of practice but on some circuits it can get a bit tedious because it's so easy. Another rather fiddly option is the car tuning section, where you can tweak the motor for the particular circuit you're about to tackle.

I'll leave you with wonderful quote from the box: "A stock car simulation that turns your disk drive into a pit pass to the most authentic racing environment available". Fine.

Steve Bradley

PC GAMER

The World's Finest PC Games Magazine



FIRST ISSUE OUT NOW!

Featuring giant previews of *Ultima VIII*, *Theme Park* and all the hottest new games, reviews of everything from *Star Trek: Judgment Rites* to *IndyCar Racing*, and two brilliant, demo-packed High Density disks!

AND DON'T FORGET:
Our bumper January issue
goes on sale
Thursday, 16 December

FOOTBALL TACTICIAN 2

NEW enhanced version sets even higher standards and breaks more records.

Firmly established as the definitive interactive football strategy game, **FOOTBALL TACTICIAN 2** is now available in three superb versions:

FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league!

Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. **THIS** is the **REAL THING**. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?

Try **FOOTBALL TACTICIAN 2** for a totally different football experience!

What makes Football Tactician 2 so special?

- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.
- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers.
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
- Plus mid-week transfer and fitness news from all 46 clubs.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, etc, etc.
- Friendlies, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A features Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



Please rush 1 copy of

FOOTBALL TACTICIAN 2 £22.95 ☐
FT2 (Scotland) £22.95 ☐
FT2 Italia (serie A and serie B) £22.95 ☐

FT2 Double Pack (tick any two) £29.95 ☐

My machine is an
 AMIGA A500 (one meg) ☐ A600 ☐
 A1200 ☐ ATARI ST/STE ☐

Name

Address

I enclose cheque for _____ My Visa number is _____
 Visa or Access orders: same-day dispatch Overseas please add £1 p&p

TALKING BIRDS 0702 523607

5 Minster Close Rayleigh Essex SS6 8SF

DIRECT SOFTWARE

BLUES BROTHERS
£8.99

CHEAP? YOU AIN'T SEEN NOTHING YET!

AMFYXO, UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU.

TEL: 0908 379550 SHOP PRICES MAY VARY. PLEASE ALLOW FOR CHEQUE CLEARANCE.

BUY ANY 3 £5.99 GAMES FOR £15.00!!

LEMMINGS 2
£12.99

Amos Professional£39.99
Aunt Arctic Adventure.....£5.99
Body Blows.....£16.99
Champions of Raj.....£4.99
Civilisation.....£19.99
Conflict Europe.....£4.99
Continental Circus.....£5.99
Curse of Enchantia.....£12.99
Deluxe Music Cons Kit 2.0.....£59.99
Doodle Bug.....£10.99
Dream Team.....£14.99

Epic.....£14.99
4D Driving.....£5.99
Federation of Free Traders.....£5.99
Flight of the Intruder.....£9.99
Football Crazy.....£12.99
Jaguar XJ220.....£9.99
Kick Off 2.....£5.99
Lemmings 2.....£12.99
Lion Heart.....£8.99
Mouse Mats.....£2.00
Nigel Mansell's Grand Prix.....£14.99

Paper Boy 2.....£6.99
Predator 2.....£5.99
Premier Manager.....£9.99
Robocop 3.....£14.99
Sim City/Populous.....£14.99
Spritz Paint.....£5.99
Thunderhawk.....£9.99
Ultima 5.....£9.99
WWF2 - Euro Rampage.....£14.99
Zool (While Stocks Last) only.....£9.99

BLANK DISKS

100% CERTIFIED FULLY GUARANTEED

20£11 100£33

50£20 250£73

EDUCATIONAL

THINGS TO DO WITH NUMBERS£5.99
THINGS TO DO WITH WORDS£5.99
SPELLBOOK.....£5.99

LANGUAGE LEARNING PACK

SPANISH TUTOR RRP £19.99
FRENCH MISTRESS RRP £19.99
GERMAN MASTER RRP £19.99
ITALIAN TUTOR RRP £19.99

ALL 4 FOR ONLY
£19.99

LEMMINGS 2 £12.99

FOOTBALL CRAZY

KICK OFF 2/PLAYER MANAGER
FINAL WHISTLE
£9.99

PREMIER MANAGER 2
£14.99

ZOO 2 ONLY
£14.99

ZYDEC EXTERNAL DRIVE £49.99

PLEASE HURRY WHILE STOCKS LAST.

A320 Air Bus£19.99
A320 APP Trainer£19.99
ADI English (11-12)£18.99
ADI English (13-14)£16.99
ADI English (15-16)£16.99
ADI Maths (11-12)£15.99
ADI Maths (13-14)£15.99
ADI Maths (15-16)£15.99
Adventurers£15.99
Agony£10.99
Air Bucks£17.99
Air Force Commander£19.99
Air Support£16.99
Alfred Chicken?£16.99
Alien 3?£16.99
Alien Breed 2£16.99
Alien Breed Special Edition 1 Meg£8.99
Alto Alto£15.99
Ambermoon?£10.99
Amos Easy (first steps to programming)£9.99
Another World (X)£9.75
Ancient Art of War in the Skies£22.99
Apocalypse?£16.99
Aquatic Games£19.49
Archer Maclean's Pool£17.99
Armour Geddon 2£19.49
Arsenal?£16.99
Ashes£10.99
Ashes of the Empire£23.99
Assassin (1 Meg)£17.49
Assassin Special Edition£8.99
Atac?£21.99
Atomino£9.99
A Train£23.99
Aquaventure£9.99
817 Flying Fortress£20.99
Batman Returns?£16.99
Beneath Steel Sky£19.99
Benefactor£18.99
Benefactor 1900£19.99
Bill's Tomato Game£15.99
Blaster£16.99
Blues Brothers£8.99
Blot£16.99
Bob's Bad Day£16.99
Body Blows Galactic£16.99
Body Blows Galactic 1900£19.99
Brain the Lion£16.99
Brutal Sports Football 1900£16.99
Brutal Sports Football£16.99
Burning Rubber?£16.99
Burning Rubber 1900£16.99
Campaign 2£21.99
Castles (1 Meg)£19.49
Castles 2 (A1900)?£21.99
Cartoon Fodder£16.99
Cartoon Racer£16.99
Celtic Legends£19.99
Championship Manager£6.99
Championship Manager 94£6.99
Chaos Engine£19.99
Chart Attack (Lotus Esprit, Ghosts N' Ghosts, James Bond)£19.49
Venus The Fly Trap?£11.99
Christmas Lemmings£8.99
Chuck Rock£16.99
Chuck Rock 2£22.99
Civilisation A1900£6.99
Cool Kid£14.99
Cool World£19.99
Combat Air Patrol£19.99
Combat Classics 2£16.99
Cosmic Spacehead£16.99
Covert Action£16.99
Craft£16.99
Crazy Card 3£16.99
Creepers?£9.75
Cruse for a Corpse£17.99
Curse of the Azure Bond (1 Meg)£8.99
Cybercon 3 (X)£16.99
Cyberplunks£16.99

Cyberpace£21.99
Cytron£18.49
D-Generation£10.99
Dark Queen of Kymn (1 Meg)£21.99
Darkseed£10.99
Death Knights of Kymn (1 Meg)£19.99
Defender of the Crown£4.99
Dennis£16.99
Desert Strike£17.99
Deviant Designs£18.99
Designs (A1900)?£19.99
Dinoworlds 1900£19.99
Disposable Hero£16.99
Dogfight£20.99
Dora£16.99
Dracula£10.99
Dreamlands£19.99
Dune 2£17.99
Dungeon Master & Chaos Strikes Back (1 Meg)£19.49
Dyna Blasters£19.99
Elixir 2 - Jaws of Cerberus (1 Meg)£22.99
European Champions£16.99
European Champions 1900£16.99
European Rampage£15.99
Excellent Games£21.99
Executioner£6.99
Exile£18.49
Eye of the Beholder (SSI) (1 Meg)£19.99
Eye of the Beholder 2 (1 Meg)£23.99
F1£16.99
F16 Strike Eagle 2 (1 Meg)£14.99
F117A Stealth£21.99
F19 Stealth Fighter£14.99
Fables & Friends - Legend of Kyrandia£19.99
Falcon Classic Collection£9.99
Fantastic Dizzy£16.99
Fantastic Worlds (Realms, Pirates, Mega Lo-Mania, Populous, Wonderland)£22.99
Fatal Strikes£19.99
Final Conflict£6.99
Final Fight£16.99
Fire and Ice£16.99
Flashback£17.99
Floor 13£19.49
Formula 1 Grand Prix£23.99
Formula One Team Man£19.99
Frontier Elite 2?£21.99
Fun School 2 (2-4)£7.99
Fun School 2 (4-8)£7.99
Fun School 3 (9-5)£16.99
Fun School 3 (5-7)£14.99
Fun School 3 (7-9)£16.99
Fun School 4 (2-5)£16.99
Fun School 4 (5-7)£16.99
Fun School 4 (7-9)£19.99
Games Machine£7.99
Gauntlet 2£19.99
Genie£16.99
Goal£16.99
G. Gooch World Class Cricket£16.99
G. Gooch 2nd Innings£17.99
GG£16.99
Global Domination£21.99
Global£19.99
Gulp£17.99
Gunship 2000£17.99
Gunship (X)£8.99
Guy Spy£19.49
Hagar the Horrible£9.99
Hanna Barbera Animation?£33.00
Harlequin£19.99
Heart of China (1 Meg)£22.99
Hired Guns?£21.99
Home Alone£16.99
Hook£15.99
Humans£17.99
Humans 2?£19.99

Indianapolis 500£8.99
Indiana Jones 9 Adventure (Fate of Atlantis)£23.99
Innocent£21.99
Interbase 2.0£33.00
Inter Spread£33.00
Inter World 2.0£33.00
International Rugby Challenge£17.49
International Soccer£6.99
Ishtar - Legend of the Fortress£15.99
Jack the Ripper£28.99
Jaguar XJ220 (1 Meg)£9.99
James Pond£7.49
James Pond 2 - Robocod£18.99
John Madden (UB) Football£16.99
Jurassic Park£17.99
Jurassic Park (A1900) (2.4)£16.99
KGB£19.99
Kick Off 2 (1 Meg)£8.99
Kick Off 2 Final Whistle£9.99
Kids Rule OK£9.75
Kingmaker£21.99
Kings Quest 6£25.99
Kind Words 3 Word Processor£22.99
Kit Vicious£16.99
Knightmare£19.99
Knights of the Sky (1 Meg)£32.99
Kruston Fun House£16.99
Lamborghini£16.99
Leander£10.99
Legacy of Sonel£16.99
Lethal Weapon£18.99
Living Pinball?£19.99
Lord of Power£21.99
Lord of the Rings 2?£19.99
Lotus Turbo Challenge 2£11.99
Lotus 3 The Final Challenge£17.49
Maelstrom?£21.99
Magic Boy£16.99
Magicians Castle£19.99
Manchester United Premier Championship£19.99
Mans in Massing£19.99
Match of the Day£6.99
Mean Arenas£16.99
Merlin Maths£16.99
Mickey 123£12.75
Mickey ABC£12.75
Mickey Colour Shape£12.75
Mickey Jigsaw£12.75
Mickey Memory Challenge£12.75
Micro English (6 years to G.C.S.E. and conforms to National Curriculum)£19.99
Micro Machines?£16.99
Microprose 3D Golf£19.99
Microprose 3D Golf£15.99
Mini Office (Word Processor, Spreadsheet, Database and disk utilities programs)£38.99
Monkey Islands 2£23.99
Monopoly?£19.99
Monster Pack 2 (Killing Game Show, Awesome Beast)£13.99
Morph (A1900)?£19.99
Mortal Kombat?£19.99
Mr Nutz£16.99
Nick Faldo Golf£18.99
Nigel Mansell's World Championship£19.99
Noddy's Big Adventure?£16.99
Obitus£9.99
One Step Beyond£12.99
Overdrive?£16.99
Paint N' Create (Educational Art Packages for Kids over 6 years)£18.99
Parasol Stars£15.99
PGA Tour Golf + Courses£19.49
PGA Tour Golf Course disk£11.49
Pinball Dreams (1 Meg)£16.99
Pools of Darkness£21.99
Populous & Sim City£16.99
Populous 2£18.49

PRODUCTS MARKED* MAY NOT BE AVAILABLE AT TIME OF GOING TO PRINT. BUT WILL BE SENT ON DAY OF RELEASE. PLEASE CALL FOR DETAILS

0908 379550

PLEASE MAKE CHEQUES PAYABLE TO
DIRECT SOFTWARE
DELIVERY FREE TO THE UK. OVERSEAS
AND ABROAD - PRICE ON APPLICATION
SHOP PRICES MAY VARY. E & O
PLEASE ALLOW FOR CHEQUE CLEARANCE



NAME
ADDRESS.....
.....
.....
POSTCODE
TELEPHONE
ITEM
ITEM
ITEM
ITEM
ALL PRICES INC VAT
TOTAL £
CREDIT CARD NO:

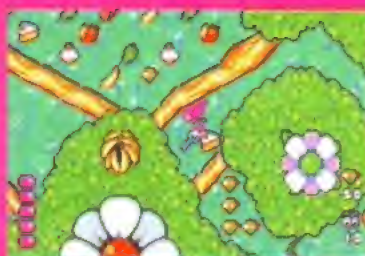
CARD EXPIRY DATE:

SIGNATURE
TEL: 0908 379550

DIRECT SOFTWARE LTD,
AMFYXO UNIT 3,
CROSS KEYS SHOPPING
MALL, ST NEOTS,
CAMBRIDGESHIRE,
PE19 2AU



Stuck on a wall in a cellar is no place for a healthy young pile of pink goo. But in order to become a fully fledged toy, these are the conditions one must overcome. Apparently, my remote-controlled car first had to escape from a prisoner of war camp in Vietnam before making it to Toys 'R Us in Leeds.



"Cakes, drinks, biscuits, chocolates," is a common phrase, and our pink pal's got the lot.



Petrified, Globdule clings to the wall, eyes like saucers, muscles like jelly. Very like, actually. And ears like deelyboppers, poor soul.

GLOBDULE



PROGRAMMERS
Ian Shaw and Stephen Kett

PUBLISHER
Psygnosis 051-709 5755

PRICE
£29.99

RELEASED
Available now

GLOBDULE

Pink blob, bulging, white eyes – slithery slither, blobby, gooey, slither. This soft, pink lump goes by the name of Globdule, but his cavernous existence is no life for a vibrant, thrusting young pile of goo. In fact, it's a blob's life in the cat-combs and no right-minded barrel of nearly-purple stuff would want to spend the rest of his life there.

But Globdule has ambition. Not for him the mundanity of rock life, eeking out a meagre living selling haberdashery to small insects. Oh no, for this almost-lilac bundle of soggy joy wants to be a toy – a plaything, if you will.

George Michael sang about freedom, and even went to court to try and obtain it. But this would-be small child's pal need only complete

a few levels of frenzied platform fun to escape his private hell. Stone Ties to do what he please: our vaguely morose chris would be happy as a jump of Playdoh – especially with a small child



rolling him in its hands before putting him through a toy goo mincer. You get the idea. The kid wants outta that cave bad. But the journey to the toyshop doth not run straight – you have to take a left at the lights and then first exit on the roundabout. There are loads to cross and levels to complete: these studies are in platform format. What with slippery

slippy ice, pools of water and nashes a-plenty to avoid them, most toys would give in early on. Who would put money on Stretch Armstrong, Etch-a-Sketch or Bucking Bronco getting out of the castle? Exactly.

Hey, this reasonably mauve little fella is tough to control. He sticks to the walls like glue but fires off at all angles. And he looks permanently nervous in a tears-before-bedtime sort of way. But this only serves to make you more protective of him (for a while). You don't want your blobby sidekick to get spiked, or burned by the fires, or jumped by the mice, birds, bees or fish. And as for the spooks, snails, spiders – well, I don't believe you want to cross them.

Instead, feast on the cakes, fruit and diamonds. Find the keys that unlock the doors to the next level, traverse the forest, swim the depths in your scuba gear and generally do things that you've done before in platform games.

Globdule is fun, if a bit frustrating a times. It's a rather a stop-start affair – just when you're bowling along like a Ringo, you have to pull up and complete a tricky manoeuvre.

The graphics are as cheerful as that woman from *The Big Breakfast* though not quite as nicely drawn. The sounds are as squishy as that bloke Princess Di called Squidgy (allegedly) but the music's nowhere near as good as the theme tune to *The Rockford Files* – but there's no shame in that.

Unfortunately, the charge of 30 sovs is somewhat excessive. There are many good games out there at a third of the price of our pink pal.

Stephen Bradley ☺

GRAPHICS

1 2 3 4 5 6 7 8 9 10
Pretty, cute, well pretty cute but rather less than outstanding. Glob's animation is nice, though.

SOUND

1 2 3 4 5 6 7 8 9 10
A rather nasty tune, intermingled with effective squashy, squidgy noises.

ADDITION

1 2 3 4 5 6 7 8 9 10
Actually a lot of fun, though whether you'll playing it three weeks later is another matter.

PLAYABILITY

1 2 3 4 5 6 7 8 9 10
Bags of things to collect, loads of levels but Mr Globdule can be difficult to control at times.

VERDICT

“An attractive but unspectacular platformer with plenty of depth levels-wise, but not enough tricks to keep you coming back. A tad expensive at 30 knicker too.”

69%



Globdule looks ridiculously cool in his scuba gear. He learned to dive last year when he was on holiday in Greece. Unfortunately, at no point in the game does the bloominster get to paraglide, which seems a shame because he perfected that whilst abroad too. And he doesn't even get to drink lager.

BRAIN EXPANDING



MIND BLOWING



ON SPECIAL PROMOTION

SPELLBOUND

Quality entertaining educational software from the Lander Gold Series. The best in entertainment for ages 7 to adult.

PANASONIC KX - P20 23 PRINTER

This 24-pin quiet matrix printer boasts the latest ergonomic design and user friendly features, plus free sheet feeder.

PINBALL FANTASIES

New improved colour graphics, higher quality sound and faster drive operation betters the popular original.

ZOMBIES

"I have seldom played a game as good as this one... it's a game every person should own."

Games Master, October 1993, 91E.

LETHAL ENFORCER

"...so damn playable, it's scary... one of the best games you can get." Original gun accessory in each game pack.

Games Master, November 1993, 93E.

At last, everything you want from a specialist computer store at a High Street near you. **ULTIMATE**, your new independent local experts, bring you brilliant service, free advice and a superb choice of products at very competitive prices. Plus exciting promotions and much more.

From the latest hardware to the newest game titles we're here to help and how! To find out more, call in to your nearest **ULTIMATE** or phone 0495 301651.

ULTIMATE
THE SPECIALIST COMPUTER CENTRE

THE BEST OF BOTH WORLDS

ULTIMATE

ENGLAND

SOUTH

Mega Byte, 103 Elmers End Road, **Beckenham** (081 676 8488)
Brighton Computer Supplies, 295 Ditching Road, **Brighton** (0273 506269)
R.J. Computers, 30 Westbourne Road, Downand, **Bristol** (0272 566369)
Discdrive, Unit 23-24, Chatham Market Hall, **Chatham** (04634 407593)
Platinum Personal Computers, 155 High Street, **Rayleigh**, **Essex** (0268 778909)
Exmouth Computers, 7-9 Exeter Road, **Exmouth** (0395 264593)
Bib N Bytes, 8-12 Dial Lane, **Ipswich** (0473 233678)
Computer Plus, 14 Scarrots Lane, Newport, **Isle of Wight** (0983 821722)
Computer Cavern, 9 Dean Street, **Marlow** (0628 891022)
One Step Beyond, 9/11 Bedford Street, **Norwich** (0603 616373)
Joysticks, 2 The Centre, **Weston-Super-Mare** (0934 644527)

MIDLANDS

Comtazio Gamesstore, The Shopping Mall, Merryhill Centre, **Brierley Hill** (0384 261698)
Comtazio Gamesstore, Unit 25, Beedwood Place, 123 High Street, **Cheltenham** (0242 252767)
Grantham Computer Centre, 1 Michael House, Guildhall Street, **Grantham** (0476 76994)
Software Superstore, 11 Market Square Arcade, **Leamington** (0192 268620)
Bib N Bytes, Unit 5, St Peters Lane, **Leicester** (0533 513322)
T.M.J. Computer Software, 39a Station Road, **Derby** (0536 762713)
Comtazio Gamesstore, The Arcade, **Walsall** (0922 614346)
Comtazio Gamesstore, 8 Meadheaven Street, **Worcester** (0905 723777)

NORTH

Vudata, 203 Stamford Street, **Ashton-under-Lyme** (061 3390326)
Cave Distribution, 1 Slater Street, **Barrow-in-Furness** (0229 829109)
Microbits, 25-29 Grange Road West, **Birkenhead** (051 650501)
Bolton Computer Centre, 148-150 Charley Old Road, **Bolton** (0204 31058)
Software Superstore, Unit 23 Shippings Centre, Mealhouse Lane, **Bolton** (0204 365851)
Computers Galore, 14 Corporation Street, **Deesbury** (0924 451973)
Gazmo, 50 Southgate, **Hull** (0472 355079)
Pudsey Computer Shop, 161 Richardshaw Lane, **Pudsey**, **Leeds** (0532 360650)
Tim's Megastore, 29/31 Sunderland Street, **Middlesbrough** (0625 434118)
Vudata, 44 St Petersgate, **Stockport** (061 477 6739)
North North Computer Centre, 23 Outram Street, **Sutton-in-Ashfield** (0623 556686)
Software Superstore, Unit 7 The Courtyard, 50 Horsemarket Street, **Warrington** (0925 232047)
SGM Electronics, 54 Wigan Lane, **Wigan** (0942 321435)
Software Superstore, 8 Galsborne Gallery, The Galleries, **Wigan** (0942 826956)

NORTHERN IRELAND

Computer Solutions, Unit 19 Butcherane Centre, **Newry** (0493 250005)
DMA Computing, Wrights Arcade, Frances Street, **Newtownards** (0247 820480)

SCOTLAND

Moray Business and Computer Centre, 20 Commerce Street, **Elgin** (0343 552000)
Game Masters, 9 Albert Place, Leithwalk, **Edinburgh** (031 5532915)
Game Masters, 95-97 Saltmarket, **Glasgow** (0383 822989)
Dragon Games Centre, 16 Links Street, **Kirkcaldy** (0592 643311)

WALES

Computer Supercentre, Glamorgan House, 15 David Street, **Cardiff** (0222 390286)
MCB Computing, 24 Mill Lane, Buckley, **Cherid** (0244 344063)
Computability, 35 Belfair Street, **Ebbw Vale** (0495 301651)
Soft Centre, 28-30 The Parade, Cwmbran Town Centre, **Cwmbran** (0633 868131)
Antiran Computers, 10 Orchard Street, **Swansea** (0792 646664)

If you played the demo of *Skidmarks* on Amiga Format 51 Coverdisk, you'll know that it's the racingest, chasingest multi-player racing game ever to hit the screen. Vision Software are currently putting the finishing touches to the game, but to keep you occupied until it arrives they've devised this excellent competition.

Just model yourself a car using last month's superb *Imagine* Coverdisk, or any other 3D package if you prefer. And you could win one of 20 fabulous remote control off-road racers. The winning cars could even be included in a future release of *Skidmarks* on CD³².

These cars were provided by Vision Software, authors of *Skidmarks*, and Beatties' Virtual Reality stores, your one-stop shop for all your computer leisure software and hardware requirements.



BUILD A ON TV,* AND

DRIVING FAST CARS, off-road at break neck speeds, crashing and bashing obstacles and opposition out of the way. It's a fine pastime, but it's so difficult to get the opportunity to do it.

One way is to play *Skidmarks*, the outrageously playable racing game from Vision Software. Another way is to go out and buy an ATV (we really like the Renault Racoon concept car, if any of Renault's directors are feeling generous around Christmas) and get off-road for a bit of mud-plugging action.

Both these options are a bit difficult. The first because *Skidmarks* isn't on the shelves yet, but by the time you read this it will only be a few weeks away. The second because All Terrain Vehicles generally cost more than a few weeks' pocket money. In fact they cost more than a couple of years' wages!

The perfect solution is to get your own pocket sized off-road vehicle, a Tamiya radio-controlled scale model. So Vision Software and Beatties' Virtual Reality stores have got together with *Amiga Format* to offer you this exclusive chance

to get your hands on one of these extremely fast, fun and desirable motors. If you've already been to a Virtual Reality store, then you'll know that in each shop there's a virtual reality machine which you can get to grips with, plus each of the chain's 10 stores has a huge selection of Amiga software and hardware for sale.

Radio control fever

Back to the cars... The *Amiga Format* office was bitten by radio control fever in mid 1992 when one of the software houses gave us a Ferrari. Unfortunately it was a 1/25 scale radio-controlled car, and even more unfortunately it ended up under the wheels of a passing Allegro.

But it was too late, the team were bitten, and our office next to the car park was ideal. Frank and Marcus would spend every lunchtime in the car park pulling power skids and wheel spins, even Damien (ex-editor - for new readers) would have a quick go and get involved in fits of four-wheel drive fun. Then they moved us up to the second floor and it sadly all went downhill.

Now there's a huge pile of Tamiya cars in our lab, and our thumbs are itching to get on the remote control joysticks again. But this time it's you that could be revving the motor for hours of automotive fun.

What you have to do

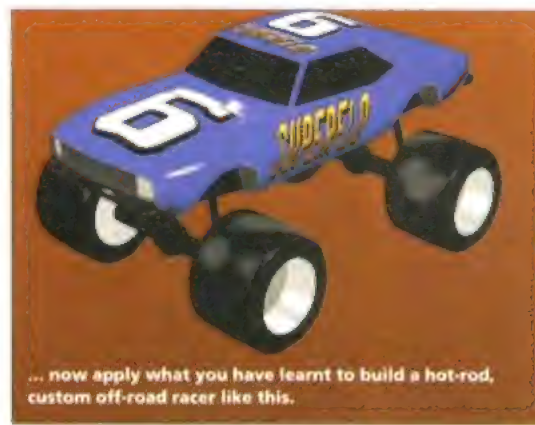
To win one of these great cars, what you have to do is to build a car in your favourite 3D program - last month's *Imagine* Coverdisk would be the ideal choice. So if you turn to page 243 of this issue you will find a special *Imagine* tutorial designed specifically to help you model motors in *Imagine*. Once you have designed the vehicle of your dreams, send it as an *Imagine* (or whatever 3D program you use) model, with one or more renders of your car to this address:

Imagine Built My Hotrod!
Amiga Format
30 Monmouth Street
Bath,
Avon BA1 2BW



Virtual Reality stores stock all the major formats, including Amiga and CD32 software, plus a complete range of machines and peripherals.

Follow the tutorial on page 243 and you'll be able to build a buggy like this...



... now apply what you have learnt to build a hot-rod, custom off-road racer like this.

CAR, SEE IT WIN A CAR!#

* Your own TV, at home, while playing *Skidmarks* CD32. #Not a real car, but a fab radio-controlled one.



You wouldn't catch us taking our Porsches out on a woodland track, no matter how many picturesque pine trees bordered it. Not that we have Porsches of course. No! We'd go down to Beatties and buy ourselves a Tamiya scale model off-road racer. Then we'd go home and play the Amiga Format issue 51 Coverdisk demo of *Skidmarks*.

THE COMPETITION RULES (THERE ARE MORE THAN USUAL)

1. No employee of Acid Software, Vision Software, Virtual Reality stores, or Future Publishing may enter.
2. All entries must reach Future Publishing by 28 February 1994.
3. All entries must be on Amiga formatted 3.5-inch floppy disks. Entries must comprise your car as an object and at least one render of your vehicle.
4. All entries become copyright Future Publishing and we reserve the right to use the objects for whatever purposes we see fit. This may include them appearing in future releases of the *Skidmarks* game.
5. The winner will be decided by the judges (The staff of AF and Acid Software) after the closing date. Their decision is final.
6. No cash or alternative prizes can be offered.
7. The judges will have the right to decide which variety of prize goes to which winner.
8. There is no eighth rule.

meagor Prices

Fast-response Mailorder
10am-10pm 7 days a week
No credit card surcharges
Always a person—never an answerphone!



Games Centre
10am-8pm Monday to Friday
10am-4pm Saturday
2 minutes from Old St. Tube station, take exit 2

Games

1889 (1MB) 21.95
1889 (AMIGA 1200) (1MB) 21.95
3D CONSTRUCTION KIT 2 (1MB) 35.99
3D POOL 7.95
4TH & INCHES 7.95
B&B ATTACK SUB 10.95
A-TRAIN (1MB) 12.95
A-TRAIN CONSTRUCTION SET 12.95
ABANDONED PLACES 2 (1MB NOT1200) 23.95
ABANDONED PLACES 2 - A1200 24.95
ADDAMS FAMILY 7.95
ADVENTURERS 18.95
AFTER BURNER 6.95
AIR BUCKS V1.2 (1MB) 21.95
AIR BUCKS V1.2 - A1200 (1MB) 24.95
AIR FORCE COMMANDER (1MB) 21.95
AIR SEA SUPREMACY (COMP) (NOT1200) 22.95
AIR SUPPORT 6.95
AKIRA 4.95
ALFRED CHICKEN 20.95
ALFRED CHICKEN (A1200) 10.95
ALIEN 3 (1MB) 18.95
ALIEN BREED - SPECIAL EDITION (1MB) 18.95
ALIEN BREED 2 (1MB) 21.95
ALIEN BREED 2 (AMIGA 1200) 18.75
ALLO ALLO 15.75
ALVINS PUZZLES 17.95
AMERICAN GLADIATORS 18.75
AMOS PROFESSIONAL (1MB) 27.95
AMOS PROFESSIONAL COMPILER (1MB) 24.95
ANCIENT ART OF WAR IN THE SKIES (1MB) 33.75
ANIMATION CLASSICS (1MB) 10.95
ANNIHILATOR 18.75
ANOTHER WORLD 6.95
APACHE 10.95
APOCALYPSE 10.95
ARABIAN NIGHTS (1MB) 18.95
ARCADE FRUIT MACHINE 6.95
ARCHER MACLEANS POOL 18.95
ARKANOID II - REVENGE OF DOH 21.95
ARKANOID GEDDON 2 7.95
ARNE 2 18.95
ARSENAL - THE COMPUTER GAME 8.95
ASSASSIN REMIX (1MB) 24.95
ATAC (1MB) 4.95
ATOMIC 18.95
AWARD WINNERS (COMP) 21.95
AWARD WINNERS 2 (COMP) 6.95
B-17 FLYING FORTRESS (1MB) 24.95
BARBARIAN II (BUDGET) 6.95
BARDS TALE 3 8.95
BARDS TALE CONSTRUCTION KIT (1MB) 21.95
BAT 2 (1MB) 6.95
BATMAN - THE MOVIE 18.75
BATMAN RETURNS 8.95
BATTLE CHESS 22.95
BATTLE CHESS II (NOT+) 22.95
BATTLE ISLE 18.95
BATTLE ISLE '93 15.75
BATTLE ISLE - SCENARIO DISK VOL 1 22.95
BATTLE OF BRITAIN - Their Finest Hour (1MB) 18.95
BATTLE TOADS 1.95
BATTLETAHKS 1942 (NOT+) 1.95
BATTLESYSTEM 18.95
BEACH VOLLEY (NOT1200) (NOT+) 6.95
BEASTLORD 18.95
BEAVERS 18.95
BENEATH THE STEEL SKY 5.95
BIG NOSE THE CAVEMAN 15.95
BIG RUN 16.95
BILLIARDS 2 SIMULATOR 21.95
BILLS TOMATO GAME 24.95
BIRDS OF PREY (1MB) 21.95
BIRDMAP BROTHERS - VOLUME 1 (NOT600) 18.95
BLACK CRYPT (1MB) 20.95
BLADE OF DESTINY (1MB) 18.95
BLASTAR (1MB) 18.95
BLOB (1MB) 7.95
BLOOD MONEY 7.95
BLUE ANGELS 12.95
BLUE MAX 16.95
BOBS BAD DAY (1MB) 19.95
BODY BLOWS (1MB) 21.95
BODY BLOWS (AMIGA 1200) 19.95
BODY BLOWS GALACTIC (1MB) 21.95
BODY BLOWS GALACTIC (AMIGA 1200) 21.95
BOO 4.95
BOROBODUR 10.95
BRIAN THE LION 4.95
BRIDES OF DRACULA 6.95
BUBBLE BOBBLE (NOT1200) (NOT600) 6.95
BUBBLE DIZZY 10.95
BUDOKAN 6.95
BUGS BUNNY 7.95
BULLY'S SPORTING DARTS (1MB) 16.95
BURNING RUBBER (1MB) 6.95
BURNING RUBBER (A1200) 6.95
CASAL 10.95
CAESAR DELUXE (1MB) 7.95
CALIFORNIA GAMES II 24.95
CAMPAIGN 2 (1MB) 24.95
CAMPAIGN MISSION DISKS 21.95
CANNON FODDER 6.95
CAPTAIN DYNAMO 12.95
CAPTIVE 7.95
CARDIACX 10.95
CARRIAGE COMMAND (NOT1200) 14.95
CARTOON - DOUBLE PACK 18.75
CARTOON COLLECTION 18.75
CARTOON RACER (PROVISIONAL TITLE) 6.95
CASTLE MASTER 21.95
CASTLES (1MB) 12.95
CASTLES - A CAMPAIGN DATA DISK 24.95
CENTURION 18.95
CHAMPIONSHIP MANAGER '93 (1MB) 7.95
CHAMPIONSHIP MANAGER '94 SEASON DISK 18.95
CHASIS ENGINE (1MB) 18.95
CHASE HQ 1 6.95
CHASE HQ 2 15.75
CHESS CHAMPION 2175 10.95
CHUCK ROCK 24.95
CHUCK ROCK 2 - SON OF CHUCK (1MB) 18.95
CIVILIZATION (1MB) 29.95
CIVILIZATION (AMIGA 1200) 6.95
CJ IN THE USA 21.95
COHORT 2 18.95
COLOSSUS BRIDGE 4 21.95
COMBAT AIR PATROL (1MB) 21.95
COMBAT CLASSICS (1MB) 21.95
COMBAT CLASSICS 2 6.95
COMBO RACER 24.95
CONFLICT KOREA (1MB) 6.95
CONQUEROR 7.95
CONTINENTAL CIRCUS 12.95
CONTRADICTIONS 12.95
COOL SPOT 18.95
COOL WORLD 6.95
COUNT DUCKULA 24.95
COUNT DUCKULA 2 6.95
COVERT ACTION 8.95
CRAZY CARS 1 6.95
CRAZY CARS 2 (NOT1200) 7.95
CREATURES (1MB) 18.95
CREEPERS 18.95

CROSSBOW - THE LEGEND OF TELL (1MB) 6.95
CRUISE FOR A CORPSE 20.95
CRYSTAL KINGDOM DIZZY (NOT1200) 10.50
CURSE OF ENCHANTIA (1MB) 24.95
CYBERCOW II 18.95
CYBERSPACE (1MB) 24.95
CYTRON 4.50
D-DAY (1MB) 21.95
DALEK ATTACK 13.95
DEEP CORE 18.95
DELIVERANCE 18.95
DELUXE PAINT IV 61.95
DELUXE PAINT IV AGA 89.95
DEMON BLUE 6.95
DENNIS 18.95
DENNIS (AMIGA 1200) 21.95
DESMOND STRIKE 18.95
DIE HARD 2 18.95
DIGGERS (A1200) 24.95
DISPOSABLE HERO 18.95
DIZZY COLLECTION 18.75
DIZZY PANIC 6.95
DIZZY'S EXCELLENT ADVENTURES 18.75
DOC CROCS OUTRAGEOUS ADVENTURES 6.95
DOG FIGHT (1MB) 24.95
DONALD'S ALPHABET CHASE 18.95
DONR 19.95
DOOMBUG 18.95
DOUBLE DRAGON II (NOT1200) 7.95
DOUBLE DRAGON III 18.95
DRACULA 21.95
Dragon's Lair II - Curse of Mordred (NOT1200) 21.95
DREADDOUGHTS 25.95
DREADDOUGHTS - BISMAK 27.95
DREADDOUGHTS - IRONCLAD 12.95
DREAM TEAM 18.95
DREAMLANDS 21.95
DREAMWEB (1MB) 24.95
DRILLER 6.95
DUNE II (1MB) 22.95
DUNE II (1MB) 22.95
DYNA BLASTER (NOT1200) 22.95
EASY AMOS (1MB) 24.95
EDD THE DUCK 6.95
EDD THE DUCK 2 6.95
ELITE II - FRONTIER 21.95
EPIC (1MB NOT600) 6.95
ERIK 6.95
ESCAPE FROM PLANET OF ROBOT MONSTERS 6.95
ESPANA - THE GAMES '92 (1MB NOT1200) 21.95
EURO FOOTBALL CHAMP 18.95
EUROPEAN CHAMPIONS 18.95
EUROPEAN CHAMPIONS '92 9.95
EYE OF THE BEHOLDER I (1MB) 22.95
EYE OF THE BEHOLDER II (1MB) 25.95
F-15 STRIKE EAGLE II 13.95
F-15 COMBAT PILOT (NOT1200) 7.95
F-15 STEALTH FIGHTER (1MB NOT600) 10.95
F-29 RETALIATOR 18.95
F1 (DOMARK) 24.95
F117A STEALTH FIGHTER (1MB) 10.95
F17 CHALLENGE (1MB) 7.95
FACE OFF - ICE HOCKEY 7.95
FALCON - COUNTERSTRIKE DATA DISK 7.95
FALCON - FIREFIGHT DATA DISK 7.95
FALLEN ANGEL 6.95
FANTASTIC DIZZY 18.95
FANTASTIC WORLDS (COMP) (NOT1200) 35.95
FANTASY WORLD DIZZY 6.95
FASCINATION 21.95
FAST FOOD (NOT+) 1.00
FATAL STROKES 21.95
FATAL STROKES 6.95
FINAL COMMAND 6.95
FINAL COPY II (1MB) 7.95
FINAL FIGHT 7.95
FIRE AND BRIMSTONE (1MB) 7.95
FIRE AND ICE 18.95
FIRE HAWK 15.75
FIRST DIVISION MANAGER (NOT600) 6.95
FIRST DIVISION MANAGER (UNDER 5'S) 21.95
FISTFIGHTER 1.00
FLASHBACK (1MB) 22.95
FLIGHT OF THE INTRUDER (NOT+) 7.95
FLIMBO'S QUEST (NOT+) 7.95

Please note
NOT+ means software is
not compatible with the
500 Plus, 600 or 1200

FOOTBALL MANAGER 3 18.95
FORGOTTEN WORLDS 6.95
FORMULA 1 GRAND PRIX (1MB) 24.95
FUTURE WARS (NOT1200) 10.95
G-L-OC 18.95
G2 18.95
GADGET LOST IN TIME 12.95
GALACTIC WARRIOR RATS 7.95
GATEWAY TO SAVAGE FRONTIER (1MB) 21.95
GAUNTLET II 6.95
GEAR WORKS 15.75
GHOSTBUSTERS 2 (NOT+) 6.95
GHOKLS 'N' GHOSTS (NOT600) 6.95
GILBERT 6.95
GLOBAL GLADIATORS (1MB) 12.95
GLOBULE 21.95
GNOME ALONE 18.95
GO FOR GOLD 7.95
GOAL (1MB) 22.95
GORILLAS 18.95
GOBLIN 2 (1MB) 21.95
GOOPY'S RAILWAY EXPRESS 18.95
GRAHAM GOOCH WLD CLASS CRICKET (1MB) 21.95
GRAHAM TAYLOR'S SOCCER (1MB) 7.95
GULP 21.95
GUNSHOT 10.95
GUNSHIP 2000 (1MB) 24.95
GUY SPY 35.95
HANNA BARBERA'S ANIMATION WORKSHOP 7.95
HARD DRIVEN 2 7.95
HARD NOVA 7.95
HARBALL 7.95
HARPOON - BATTLE SET 3 12.95
HARPOON - BATTLE SET 4 12.95
HARPOON - EDITOR 15.75
HARPOON V1.2.1 (1MB) 24.95
HARRIER ASSAULT (1MB) 24.95
HAWAIIAN SCENERY DISK 14.95
HEAD OVER HEELS 6.95
HEIMDALL (1MB NOT1200) 24.95
HEROES OF THE LANCE (NOT1200) (NOT600) 6.95
HEROQUEST 7.95
HEROQUEST - TWIN PACK 21.95
HEROQUEST 2 18.95
HIGH STEEL 6.95
HILL STREET BLUES 7.95
HIRED GUNS 24.95
HISTORY LINE (1914-1918) (1MB) 24.95
HOME ACCOUNTS 1 22.95
HOCK 7.95
HOT RUBBER 7.95
HUCKLEBERRY HOUND 7.95
HUDSON HAWK 18.95
HUMANS (NOT1200) 21.95
HUMANS-Jurassic Levels (Data Disk) (NOT1200) 10.50
HUMANS-Jurassic Levels (STAND ALONE) 21.95
Hx 7.95
IMPOSSIBLE MISSION 2 (NOT+) 6.95
INDIANA JONES & FATE ATL (ACT) (1MB) 18.95

INDIANA JONES & FATE ATL (ADV) (1MB) 27.95
INDIANA JONES & L. CRUSADE (ACT) 8.95
INDIANA JONES & L. CRUSADE (ADV) 12.95
INDIANAPOLIS 500 10.95
INNOCENT BUT CAUGHT 14.95
INTER OFFICE 35.95
INTERNATIONAL 5 A SIDE 6.95
INTERNATIONAL GOLF 6.95
INTERNATIONAL RUGBY CHALLENGE (1MB) 18.95
INTERNATIONAL SOCCER CHALLENGE 7.95
INTERNATIONAL SPORTS CHALLENGE 21.95
INTERNATIONAL TRUCK RACING 6.95
IRON LORD (NOT+) 7.95
ISHAR - LEGEND OF THE FORTRESS (NOT600) 21.95
ISHAR - LEGEND OF THE FORTRESS - A1200 21.95
ISHAR 2 (1MB) 21.95
ISHAR 2 (AMIGA 1200) 21.95
ITALY 1990 6.95
IVANHOE 6.95
JACK NICKLAUS GOLF 6.95
JAGUAR XJ220 (1MB NOT1200) 18.95
JAMES POND 6.95
JAWS 6.95
JOCKY WILSON'S COMPENDIUM OF DARTS 6.95
JOE & MAC - CAVEMAN NINJA (1MB) 18.95
JOHN MADDEN'S FOOTBALL 18.95
JUPTER'S MASTERDRIVE 6.95
JURASSIC PARK (1MB) 18.95
JURASSIC PARK (A1200) 20.95
KEYS OF MARAMON 4.95
KGB (1MB) 22.95
KICK OFF II (FINAL WHISTLE) (NOT+) 10.95
KICK OFF II (GIANTS OF EUROPE) (NOT+) 6.95
KICK OFF II (RETURN TO EUROPE) (NOT+) 6.95
KID PIX (NOT1200) 18.95
KIDS PACK 7.95
KILLING MACHINE 6.95
KIND WORDS 3 (1MB) 37.95
KINGDOMS OF GERMANY 21.95
KNIGHTMARE 12.95
KNIGHTS OF THE SKY (1MB) 13.95
KRUSTY'S FUN HOUSE 6.95
KWIK SNAX 6.95
LAST NINJA II (NOT+) 6.95
LAST NINJA III 7.95
LEO STORM 21.95
LEEDS UNITED CHAMPIONS (1MB) 25.95
LEGEND OF KYRANIA (1MB NOT1200) 21.95
LEGENDS 21.95
LEMMINGS (ORIGINAL) 21.95
LEMMINGS 2 (1MB NOT1200) 21.95
LEMMINGS DATA DISK (XMAS LEVELS) 14.95
LEMMINGS DOUBLE 21.95
LEMMINGS LEVELS (STAND ALONE) 12.95
LETS SPELL AT HOME 15.75
LETS SPELL OUT AND ABOUT 15.75
LIBERATION - CAPTIVE 2 22.95
LICENCE TO KILL 6.95
LINKS 13.95
LIONHEART (1MB) 20.95
LITTLE PUFF (NOT+) 6.95
LIVERPOOL FOOTBALL 18.95
LOMBARD RAC RALLY 6.95
LOOM 7.95
LOST VIKINGS 21.95
LOTUS ESPRIT TURBO CHALLENGE 7.95
LOTUS III - THE ULTIMATE CHALLENGE (1MB) 18.95
LOTUS TURBO CHALLENGE II 7.95
M1 TANK PLATOON (1MB) 24.95
MAELSTROM 18.95
MAGIC BOY 21.95
MAGIC STORYBOOK (1MB) 21.95
MAGICIANS CASTLE 21.95
MAGICLAND DIZZY 6.95
MANCHESTER UNITED 7.95
MANCHESTER UNITED - PREMIER LEAGUE 7.95
MANIAC MANSION 10.95
MARIO IS MISSING (1MB) 21.95
MATCH OF THE DAY 18.95
MAVIS BEACON 2 (GERMAN) 18.95
MAY BEACON TEACHES TYPING V.2 (1MB) 21.95
MC DONALD LAND 18.95
MEAN 18 7.95
MEAN ARENAS 18.95
MEGA TWINX 7.95
MEGA-LO-MANIA / FIRST SAMURAI (NOT1200) 22.95
MEGAFORTRESS (1MB) 22.95
MERCENARY 3 14.95
MERCS 7.95
MICKY'S 123'S 18.95
MICKY'S ABC'S 18.95
MICKY'S JIGSAW PUZZLES 18.95
MICKY'S MEMORY CHALLENGE 18.95
MICKY'S RUNAWAY ZOO 15.75
MICRO MACHINES 24.95
MICROPROSE GOLF (1MB) 24.95
MICROPROSE SOCCER 18.95
MIDWINTER 18.95
MIDWINTER II (1MB) 13.95
MIG 25 FULCRUM (1MB) 10.95
MINI OFFICE (1MB) 49.95
MOONWALKER (NOT+) 6.95
MORPH (1MB NOT1200) 18.95
MORPH (AMIGA 1200) 21.95
MORTAL KOMBAT (1MB) 25.95
MR NUTZ (AMIGA 1200) 20.95
MURDER (NOT+) 7.95
MYSTICAL 7.95
MYTH 7.95
NAPOLIONICS 24.95
NARCO POLICE (NOT1200) 6.95
NASCAR CHALLENGE 12.95
NEW ZEALAND STORY (NOT+) 6.95
NICK FALDO'S CHAMPIONSHIP GOLF (1MB) 24.95
NICKY 2 21.95
NIGEL MANSSELL'S WLD CHAMPIONSHIP (1MB) 21.95
NIGEL MANSSELL'S WLD CHAMPIONSHIP (1200) 21.95
NIGHT SHIFT 10.95
NINJA COLLECTION 15.75
NINJA REMIX 7.95
NIPPON SAFES INC 21.95
NODDY'S BIG ADVENTURE 21.95
NODDY'S PLAYTIME (1MB) 18.75
NORTH & SOUTH 6.95
OMAR SHARIF'S BRIDGE (1MB) 24.95
ONE STEP BEYOND 15.75
OPERATION COMBAT 7.95
OPERATION HARRIER 7.95
OPERATION STEALTH 12.95
OPERATION THUNDERBOLT 6.95
ORIENTAL GAMES 7.95
OUTLANDER 22.95
OUTLUN 6.95
OUTRULIN EUROPA 7.95
OVERDRIVE (1MB) 15.95
OVERKILL (A1200) 19.95
OVERRUN (1MB) 21.95
PACIFIC ISLANDS 22.95
PAINT POT 2 15.75

PANG (NOT600) 6.95
PANZA KICK BOXING 7.95
PARASOL STARS 7.95
PEN PAL 39.95
PERFECT GENERAL (1MB) 14.95
PERFECT GENERAL - WW2 DATA DISK (1MB) 15.75
PERIHELION 21.95
PGA TOUR GOLF - COURSES DISK 12.95
PGA TOUR GOLF PLUS 21.95
PICKNAP 6.95
PINBALL CREAMS 13.95
PINBALL FANTASIES (1MB) 21.95
PINBALL MAGIC 7.95
PIRATES 10.95
PIT FIGHTER 6.95
PIXIE & DIXIE 7.95
PLAN 9 FROM OUTER SPACE (1MB) 24.95
PLATOON 6.95
PLAYDAYS 18.75
PLAYROOM 18.95
POPEYE 2 6.95
POPEYE 3 7.95
POPULOUS II PLUS (1 MEG) 14.95
POPULOUS/PROMISED LANDS 10.95
POSTMAN PAT 6.95
POSTMAN PAT 3 6.95
POWERDRIFT 6.95
POWERMONSTER DATA DISK (MWT) 18.95
PREMIER MANAGER 18.95
PREMIER MANAGER 2 18.95
PREMIER (1MB NOT1200) 22.95
PRIME MOVER 21.95
PRINCE OF PERSIA 6.95
PRINCE OF THE YOLKOFK 6.95
PRO TENNIS TOUR 1 (NOT+) 6.95
PROJECT X (1MB) 10.95
PSYCHO'S SOCCER SELECTION 22.95
PUSSY 21.95
PUSH-OVER (1MB) 18.95
PUTTY (1MB) 18.95
QUATTRO POWER MACHINES (COMP) 6.95
QUEST OF AGRAVAIN 6.95
QWAK (1MB) 10.95
R-TYPE I 6.95
R-TYPE II 6.95
R.B.L. BASEBALL 2 (NOT+) 6.95
RACINATOR 24.95
RAILROAD TYCOON (1MB) 24.95
RAINBOW ISLANDS 6.95
RAVE 35.95
REACH FOR THE SKIES 22.95
RED HEAD 6.95
RENEGADE 14.95
RENEGADE 2 6.95
RICK DANGEROUS I 7.95
RICK DANGEROUS II 18.95
ROAD RASH 18.95
ROADBLASTERS 6.95
ROBIN HOOD 22.95
ROBIN HOOD - LEGEND QUEST 6.95
ROBINSON'S REQUIEM 21.95
ROBOCOP (NOT1200) 7.95
ROBOCOP (A1200) 18.95
ROBOCOP I 6.95
ROBOCOP II 6.95
ROBOCOP III 18.95
ROBOSPORT 21.95
RODLAND 7.95
ROME AD 92 (1MB) 21.95
ROME AD 92 (1MB) 21.95
RUGBY COACH 18.95
RULES OF ENGAGEMENT 2 (1MB) 24.95
RVF HONDA 7.95
RYDER CUP 18.95
RYDER CUP (AMIGA 1200) 18.95
SABRE TEAM - A1200 21.95
SAVAGE 7.95
SCRABBLE 20.95
SECOND SAMURAI 21.95
SECRET OF MONKEY ISLAND (1MB NOT600) 18.95
SECRET OF MONKEY ISLAND II (1MB) 27.95
SENSIBLE SOCCER 92/93 21.95
SEYMOUR GOES TO HOLLYWOOD 6.95
SHADOW DANCER 7.95
SHADOW OF THE BEAST 7.95
SHADOW OF THE BEAST II 12.95
SHADOW SORCERER (NOT+) 20.95
SHOGUN WARRIORS 6.95
SHOGUNWOLDS (1MB) 18.95
SHOE PEOPLE 7.95
SHOOT 'EM UP CONSTRUCTION KIT 7.95
SHOPPING BASKET 15.75
SHUTTLE (1MB) 22.95
SIM ANT 6.95
SIM CITY - ARCHITECTURE I (FUTURE) 7.95
SIM CITY - ARCHITECTURE 2 (ANCIENT) 7.95
SIM CITY - TERRAIN EDITOR 7.95
SIM CITY DELUXE 25.95
SIM CITY/POPULOUS 21.95
SIM LIFE (1.5MB) 24.95
SIM LIFE (AMIGA 1200) 21.95
SIMON THE SORCERER (1MB) 24.95
SIMON THE SORCERER (A1200) 29.95
SIMPSONS 7.95
SIMPSONS BART VS THE WORLD 22.95
SINK OR SWIM 18.95
SKI MARKS (1MB) 15.75
SLEEPWALKER (1MB) 21.95
SLEEPWALKER (AMIGA 1200) 21.95
SLICKS 6.95
SLIGHTLY MAGIC 6.95
SLY SPY 6.95
SMASH IT 6.95
SOCCER KID 21.95
SOCCER KID - A1200 21.95
SOCCER PINBALL 6.95
SOCCER STARS (COMP) 6.95
SOOTY & SWEEP 6.95
SOOTY'S FUN WITH NUMBERS 15.75
SOUP TREES 21.95
SPACE ACE II 24.95
SPACE CRUSADE - DATA DISK 15.75
SPACE CRUSADE PLUS MISSION DISK 24.95
SPACE GUN 18.95
SPACE HULK 24.95
SPACE LEGENDS (1MB) 21.95
SPECIAL FORCES (1MB) 15.75
SPELL BOOK (A-1) 6.95
SPELLBOOK DIZZY 6.95
SPIKE IN PENNSYLVANIA 6.95
SPORTS MASTERS (COMP) 21.95
ST DRAGON 6.95
STAR LORD (1MB) 24.95
STARSHIP (1MB) 13.95
STARTRIP 7.95
STEG THE SLUG 6.95
STEIGAR (NOT1200) 6.95
STORM ACROSS EUROPE 22.95
STRATEGY MASTERS 24.75
STREET FIGHTER (NOT+) 7.95

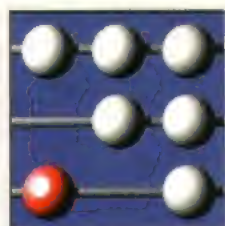
STREET FIGHTER 2 (1MB) 20.95
STRIDER 6.95
STRIDER 2 7.95
STRIKE FLEET 10.95
STRIKER 14.95
STRIKER MANAGER 7.95
STUN RUNNER 6.95
STUNT CAR RACER (NOT600) (NOT1200) 6.95
SUBBUBBA COMMANDO (+ FREE FILM) 18.75
SUPERPLEX 18.75
SUPER ALL STARS 18.95
SUPER CAULDRON 18.95
SUPER FROG (1MB) 19.95
SUPER LEAGUE MANAGER 18.95
SUPER MONACO G.P. 7.95
SUPER SEGA (COMP) 21.95
SUPER SEYMOUR SAVES THE WORLD 6.95
SUPER SIM PACK (COMP) (NOT1200) 18.95
SUPER SPACE INVADERS 7.95
SUPER TETRIS (1MB NOT1200) 17.95
SUPERCARS II (NOT1200) 7.95
SUPERFIGHTERS (COMP) 14.95
SUPERHERO (1MB) 21.95
SWITCHBLADE I 6.95
SWITCHBLADE II 7.95
SWIV 7.95
SYNDICATE (1MB) 24.95
T.N.T. 2 (COMP) 14.95
TEAM BULDOZ 6.95
TENNIS CUP 2 7.95
TERMINATOR 2 - ARCADE GAME 21.95
TERMINATOR II 6.95
TEST DRIVE II 6.95
TFX (AMIGA 1200) 24.95
THE CYCLES 7.95
THE GREATEST (COMP) (1MB) 24.75
THE IMMORTAL 10.95
THE MUMSTERS 6.95
THE PATRICIAN (1MB) 24.75
THEATER OF DEATH 21.95
THOMAS FUN WITH WORDS 15.75
THOMAS THE TANK ENGINE 6.95
THOMAS THE TANK ENGINE 2 10.95
TITAN 1.00
TOKI 7.95
TOTAL CARNAGE 20.95
TOYOTA CELICA 6.95
TRACKSUIT MANAGER 6.95
TRANSARCTICA (1MB) 21.95
TRANSARCTICA - A1200 21.95
TREASURE ISLAND DIZZY 4.49
TREASURES OF SAV. FRONTIER (1MB) 24.75
TREBLE CHAMPIONS 15.75
TRIPLE ACTION PACK VOL.3 10.95
TRIPLE ACTION PACK VOL.4 10.95
TRIPLE ACTION PACK VOL.5 10.95
TRIPLE PACK 1 (SPORTS) 15.75
TRIPLE PACK 2 (ACTION) 15.75
TRIVIAL PURSUIT 6.95
TROCKERS 18.95
TROLLS (1MB) 18.95
TROLLS (AMIGA 1200) 18.95
TURRICAN 6.95
TUSKER 6.95
TWILIGHT 2000 24.95
UNIVERSAL WARRIOR 6.95
URIDIUM 2 18.95
UTOPIA 7.95
VALHALLA (1MB) 21.95
VIDEO KID 9.95
VIRKING (1MB) 18.95
VOODOO NIGHTMARE 6.95
WALKER (1MB) 21.95
WAR IN THE GULF (1MB) 21.95
WARRIORS OF RELEVINE 15.95
WAXWORKS (1MB) 24.95
WEST EUROPEAN TOUR SCENERY DISK 14.95
WHALES VOYAGE 21.95
WHALES VOYAGE (A1200) 18.95
WHICH? WHERE? WHAT? 15.75
WILD STREETS 7.95
WIZ 'N' LIZ 21.95
WIZX (1MB) 18.95
WOLFCHILD (NOT1200) 18.95
WONDER DOG 18.95
WOODS WORLD 18.95
WORDWORTH V1.1 (1MB) 69.95
WORDWORTH V2.0 (1.5MB) 89.95
WORKS TEAM RALLY 6.95
WORLD CLASS LEADERBOARD 7.95
WORLD CLASS RUGBY 12.95
WORLD CUP SOCCER 1.00
WORLDS OF LEGEND 7.95
WWF EUROPEAN RAMPAGE (1MB) 18.95
WWF WRESTLEMANIA 7.95
X-OUT 6.95
X-OUT 2 18.95
XAK MCCRACKEN 6.95
XCOL (1MB) 24.95
XCOL (AMIGA 1200) 18.95
ZYCONIX 15.75

You wanted a choice?
There are 674 games listed on
this page—if we'd put any more
in you'd have needed a
magnifying glass.

SEE OUR OTHER PAGE IN THIS ISSUE
FOR CD-32 & EDUCATIONAL TITLES,
3.5" DISKS AND ACCESSORIES

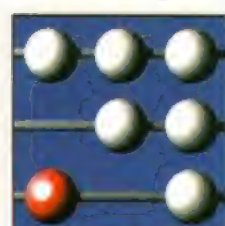
It's not too late!
You can order up to 23rd December
and still get it in time for Christmas,
using our next day courier service.
only £6.00 (incl. VAT)

1 608 0624 DataGEN Ltd
Fax: 071 608 0688
Department AF, 23 Pitfield St, London N1 6HB
Orders against cheques with valid guarantee card numbers will be
dispatched immediately, otherwise upon cheque clearance.
All prices include UK postage and VAT and are effective until 22nd December 1993.



CALCULUS

COMPUTER STORES



"MERRY CHRISTMAS TO ALL OF OUR CUSTOMERS"

Amiga CD 32

32-bit 14mhz 2Mb RAM, Full Motion Video Expandable



It's just not possible to capture the superb quality of the new Amiga CD32 from an advertisement fortunately there's a Calculus Store close to you. So why not call in and ask for a demonstration and experience tomorrow's technology today.

SPECIFICATIONS:

* 14 MHz 68EC020 processor * 2 Megs 32-bit chip RAM
* 2 Joystick ports/controller ports * S-video jack * Composite video jack * RF output jack * Stereo audio jacks * Keyboard connector/auxiliary connector * Full expansion bus * Headphone jack * Headphone volume control * External brick power supply * Internal MPEG FMV expansion capability * Multiple session disc capability

~~£399.99~~

£289.99

2 FREE GREAT CD GAMES, OSCAR AGA AND DIGGERS AGA

This is just a small selection of the amazing Christmas Gifts available at your local Calculus Store. From Stocking Fillers to the Big Present we can help, so call in there's bound to be a store near you.

EXCLUSIVE Desktop Dynamite Pack



OVER £400 WORTH OF SOFTWARE FREE

The power of the Amiga 1200 is unleashed with this great new pack. Specially re-written AGA software takes full advantage of the 1200 AA Chipsets graphic capability.

- * **WORTH**
- * Wordworth AGA £129.99
 - * Digita Print Manager £39.99
 - * Dennis The Menace AGA £99.99
 - * Oscar AGA £27.99
 - * Deluxe Paint IV AGA £25.99
- PLUS 3 great games**
- * International sports challenge £24.99
 - * The most realistic multi sport simulator ever produced
 - * Paratrooper 90 lbs 2390 and disaster has struck the Scar Fleet, tense and addictive £29.99
 - * Cool Croc Twins £24.99
- Every one wants to be cool but it's not as easy as it seems.

* Based on original retail price

CALCULUS PRICE

£349.99

12 Months At Home Warranty

HARD DRIVE OPTIONS

Why not increase the capacity of your fabulous Desktop Dynamite Pack with the addition of a superb 170 Mb 2.5" IDE Drive. All Calculus Hard Drives are covered by 12 Months at home warranty through ICL.

£599.99

EXCLUDES 3 GAME PACK

Beware of Imitations

Commodore tell us that the A1200 was not designed to accept a 3.5" Drive and fitting one VOIDs all warranty

ZAPPO EXTERNAL FLOPPY DRIVE



Top quality external drive for all Amigas
"Quality 9 out of 10 exceptional value for money" Amiga Computing Zappo External Floppy Drive Review. (compatible with all Amigas)

New Low Price

~~£59.99~~
£54.99

12 Months Warranty

Sharp Monitor / TV



The ultimate in flexibility, a superb Sharp Monitor / TV offers the best of both worlds. Connect to your Amiga with our free connectivity cable or at the press of a button you are in command of a quality 39 channel remote control TV

- * Sharp 14" Monitor / TV
- * Full function remote control
- * Digital on screen display
- * 1.5 watt MPO audio

~~£199.99~~
£179.99

12 Months Warranty

AMIGA 600 HD EPIC PACK



This superb pack must be one of Commodore's finest, bundling 4 Games plus classic utility software with a 20 Mb Amiga 600. Specifications as below.

Accessories and joystick not included

PACK CONTAINS:

- * Amiga 600
- * Built in 20Mb Hard Drive
- * TV Modulator
- * 1Mb RAM

GAMES:

- * Trivial Pursuits - The Classic Quiz
- * EPIC - Science fiction Adventure
- * MYTH - Question the judgement of the Gods
- * ROME
- * AD 92 - Role playing adventure

DELUXE PAINT III
Movie quality animations at the press of a key, 3D perspectives and a complete set of paint tools

AMIGA TEXT

A powerful word processing package simple to use but highly sophisticated you'll be amazed at your professional results

CALCULUS PRICE

~~£369.99~~
£269.99

12 Months At Home service

LOWEST PRICE EVER. WHILST STOCKS LAST!!!

AMIGA 600 PACK

FEATURES INCLUDE:

- * Amiga A600 SD * TV Modulator
- * 1Mb Memory * 12 Months at home Warranty

FREE AWARD WINNERS VII*

- * Space Ace - Winners of the best animation European Computer Leisure Awards 1990
- * Kick off 2 - Hailed world wide as the greatest Soccer game of all time
- * Pipemania - A classic puzzle arcade game
- * Populous - Golden Joystick Award - Most original game of the year.

* New version rewritten to work on Amiga 500 + 600

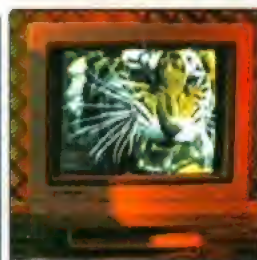
CALCULUS PRICE

~~£199.99~~
£179.99

12 Months At Home service

Amiga A600 SD + Award Winners Pack

COMMODORES NEW DUAL SYNC MONITOR



1942 MONITOR

This new monitor has been specially designed for the New Amiga 1200 and 4000 computers

in order for you to enjoy their fantastic graphics to the full. The 1942 Monitor features built in stereo speakers

CALCULUS PRICE

~~£399.99~~
£349.99

COMMODORE MPS 1230 PRINTER

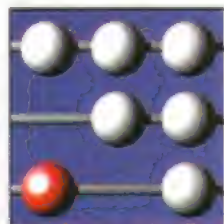


A high quality 9-pin printer with paper and tractor feed and is fully compatible with Epson FX80 and IBM Industry standards. High speed 120 CPS draft mode and an NLQ mode of 24 CPS.

Amiga 600 compatible. Price includes printer lead.

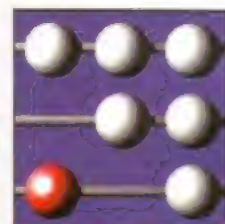
CALCULUS PRICE

£109.99



CALCULUS

COMPUTER STORES



"CALCULUS CHRISTMAS DEALS - THE BEST IN TOWN"

Panasonic KXP - 2023



If print quality really matters the new Panasonic KXP - 2023 mono printer is the product for you. Incorporating the latest in ergonomic design the KXP - 2023 features many user friendly features including a help disk, easy to use from the control panel and paper setting facility.

SPECIFICATIONS:

- * Fast Printing
- * 4 Resident Fonts
- * 2 Paper Paths
- * On screen setup disks
- * 1 Year Warranty

Speeds 192 CPS draft, 64 CPS LQ
Courier, Prestige Bold PS and Script.
Rear and Top
Freephone 0800 444220 for free Amiga printer driver
for total peace of mind

FREE SHEET FEEDER

FREE AUTO CUT SHEETFEEDER
Buy a superb Panasonic KXP - 2023 and you will receive 50 - 75 sheet capacity auto cut sheetfeeder completely
FREE
WORTH £87

CALCULUS
PRICE

£199.99

AMIGA 4000 / 030



FEATURES INCLUDE:

- * EC68030 Processor running at 25 mhz
- * Easily upgradable processor
- * 2 Mb of 32 - bit RAM expandable to 18 Mb using industry standard 32 - bit Simms module.
- * New AGA graphics chipset, giving an amazing 16.8 million colours
- * 130 Mb Hard Drive

£969.99

CALCULUS
PRICE

MONITOR NOT INCLUDED

AMIGA CDTV * MULTIMEDIA PACK



PACK CONTENTS AS STANDARD

- * Amiga CDTV Player
- * CDTV Keyboard
- * CDTV 1411 3.5" Disk Drive
- * CDTV Infra Red Remote Controller
- * CDTV Wired mouse
- * CDTV Welcome Disk
- * Manuals
- * Fred Fish CDTV Disk

CALCULUS
PRICE

£249.99

"CHRISTMAS STOCKING FILLERS"

AMIGA JOYSTICKS

Quickjoy Turbo 1 (ideal entry level joystick)	£5.99
Quickjoy Supercharger (arcade styled joystick)	£9.99
Quickjoy Topstar (high quality microswitched)	£19.99
Quickjoy Superstar (clear, quality handheld joystick)	£12.99
Quickjoy Megastar Junior (large desktop arcade joystick)	£18.99
Logic Quatro Autofire (the ultimate in quality)	£15.99

DISK BOXES

3.5" 40 Capacity disk box	£3.50
3.5" 80 Capacity disk box	£5.50
Sony 3.5" DSDD disks (box of 10)	£7.99
Amiga Happy mouse (includes mousemat)	£10.99
Logic 3 Freewheel (ideal for all racing simulator games)	£24.99

ROMBO AUDIO VISUAL



Quickjoy Supercharger



Quickjoy Topstar



Quickjoy Superstar



Quickjoy Megastar Jr



MEGAMIX. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.

PRICE £29.99



TAKE 2. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.

PRICE £39.99



VIDI AMIGA 12. The ultimate low cost colour digitiser for the Amiga. "The best value full colour digitiser on the market" AMIGA FORMAT. **PRICE £79.99**

ROMBO VIDI AMIGA 12 (RT). Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200 / 4000 users. **PRICE £139.99**

ROMBO VIDI AMIGA 24RT (ultimate 24 bit version)
PRICE £239.99

* AVAILABLE FROM SELECTED STORES ONLY

FOR DETAILS OF YOUR LOCAL CALCULUS STORE

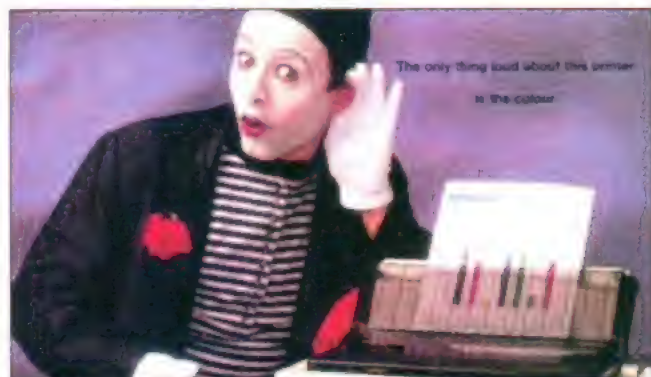


CALCULUS

COMPUTER STORES

PANASONIC AND CALCULUS THE WINNING TEAM!!

CALL AMIGA FREEPHONE 0800 444220 FOR YOUR
FREE AMIGA PRINT DRIVERS.



PANASONIC KX - P2123

Voted the Best Selling Dot Matrix Colour Printer



FREE!!!

WORDWORTH AGA

The Ultimate word / document processor for the full range of Amiga Computers. Wordworth's graphical nature makes producing documents faster and easier, with enhanced fonts, Collins Spellchecker and Thesaurus.

Wordworth's capacity for documents is limited only by the size of your disk drive and the amount of memory available in your Amiga.

FEATURES INCLUDE

The high performance KX - P2123 24 - pin quiet printer offers leading edge quiet printing technology at an affordable price.

- * **Fast Printing Speeds** - 192 CPS draft, 64 CPS LQ and 32 CP SLQ.
- * **Quiet Printing** - Super quiet 43.5 - 46 dBA sound level (most matrix printers are typically in excess of 60 dBA)
- * **Colour Printing** - 7 Colour palette (blue, red, green, yellow, violet, magenta and black).
- * **7 Resident Fonts** - Over 152,000 typesets using Super LQ, Courier, Prestige, Bold PS, Roman, Script and Sans Serif.
- * **24 - Pin Diamond Printhead** - High performance and high quality output.
- * **1 Year Warranty** - For total peace of mind.

CALCULUS
PRICE

£229.99

WITH FREE SOFTWARE

Bruno Brookes HINT AND TIP

With the desktop dynamite pack you get the superb "DPaint IV AGA". Package. With this program you can draw pictures in 256,000 colours and even animate cartoons. However to run this program you need as much memory as you can get. You already have a massive 2Mb but some of the memory used up by workbench could be used by DPaint. To free this memory, load DPaint, select the preferences menu then select the Workbench item. This will flick the work bench on and off freeing the memory.



Check out the list below for the nearest Calculus Computer Store

ENGLAND

CHESHIRE

CALCULUS COMPUTERS

85 Witton Street Northwich

TEL 0606 47883

CALCULUS COMPUTERS

52 The Mall Golden Square Warrington

TEL 0925 575055

CALCULUS COMPUTERS

59 George Street Altrincham

TEL 061 9294733

STAFFORDSHIRE

CALCULUS COMPUTERS

Unit 30 Octagon Centre Burton-on-Trent

TEL 0283 517505

CALCULUS COMPUTERS

Unit 34 Ankerside Shopping Centre Tamworth

TEL 0827 67776

GREATER MANCHESTER

CALCULUS COMPUTERS

18a The Galleries Shopping Centre Market Street Wigan

TEL 0942 323913

TYNE AND WEAR

CALCULUS COMPUTERS

93 The Galleria Metro Centre Gateshead

TEL 091 493 2308

CLEVELAND

CALCULUS COMPUTERS

7 Ramsgate Stockton

TEL 0642 670503

COUNTY DURHAM

CALCULUS COMPUTERS

6 Wellington Court Mews Darlington

TEL 0325 486689

YORKSHIRE

CALCULUS COMPUTERS

67 The Moor Sheffield

TEL 0742 721192

CALCULUS COMPUTERS

8 Ruswarp Lane Whitby North Yorkshire

TEL 0947 600065

DAVINGDON CENTRE YORK

TEL 0904 641862

HUMBERSIDE

CALCULUS COMPUTERS

Unit LG 11 Princes Quay Hull

TEL 0543 251275

LANCASHIRE

CALCULUS COMPUTERS

146 Chorley Old Road Bolton Lancs

TEL 0204 495011

ACCINGTON

104 Abbey Street Accrington

TEL 0254 235345

DEVON

CALCULUS COMPUTERS

30 Royal Parade Plymouth

TEL 0752 221851

LINCOLNSHIRE

CALCULUS COMPUTERS

1-4 Gt. Northern House Gt. Northern Terrace Lincoln

TEL 0522 525321

DERBYSHIRE

CALCULUS COMPUTERS

13 Packers Row Chesterfield

TEL 0246 557008

NOTTINGHAMSHIRE

CALCULUS COMPUTERS

31/33 Albert Street Mansfield

TEL 0623 631202

WARWICKSHIRE

CALCULUS COMPUTERS

68 Clarendon Street Leamington Spa

TEL 0926 337648

WEST MIDLANDS

CALCULUS COMPUTERS

48 Park Mall Saddlers Centre Walsall

TEL 0922 21700

CALCULUS COMPUTERS

80 The Parade Sutton Coldfield

TEL 021 355 4839

CALCULUS COMPUTERS

62 Lower Precinct Coventry

TEL 0203 223091

WALSALL

CALCULUS COMPUTERS

15 The Arcade Walsall

TEL 0922 614346

CALCULUS COMPUTERS

Unit 315 Spencer In Stores Unit3 171/177 High Street

West Bromwich

TEL 021 580 0809

CALCULUS COMPUTERS

204 High Street Dudley

TEL 0384 239259

CALCULUS COMPUTERS

Shopping Mall Merry Hill Centre Brierley Hill

TEL 0384 261698

LEICESTERSHIRE

CALCULUS COMPUTERS

57 Church Gate Leicester

TEL 0533 516789

CAVENDISH COMMODORE CENTRE

144 Charles Street Leicester

TEL 0533 510066

GLOUCESTERSHIRE

CALCULUS COMPUTERS

Unit 25 Beechwood Place Shopping Centre

123 High St Cheltenham

TEL 0242 252767

CALCULUS COMPUTERS

79 Northgate Street Gloucester

TEL 0452 410693

WILTSHIRE

CALCULUS COMPUTERS

49 High Street Stroud

TEL 0453 764487

AVON

CALCULUS COMPUTERS

8 Regent Circus Swindon

TEL 0793 430417

NORFOLK / CAMBRIDGESHIRE

CALCULUS COMPUTERS

Unit 6 Midgate Peterborough

TEL 0733 349696

HERTFORDSHIRE

CALCULUS COMPUTERS

2 Lynton Parade Cheshunt

TEL 0992 625323

WORCESTERSHIRE

CALCULUS COMPUTERS

16 St Swithin Street Worcester

TEL 0905 22075

CALCULUS COMPUTERS

8 Meadheaven Street Worcester

TEL 0905 723777

EAST SUSSEX

CALCULUS COMPUTERS

295 Ditchling Road Brighton

TEL 0273 506269

KENT

CALCULUS COMPUTERS

103 Elmors End Road Beckenham

TEL 081 776 6422

SURREY

CALCULUS COMPUTERS

14 High Street West Wickham

TEL 081 776 2766

ESSEX

CALCULUS COMPUTERS

89e Woodbridge Road Guildford

TEL 0483 39115

ESSEX

CALCULUS COMPUTERS

155 High Street Rayleigh

TEL 0268 778909

LEICESTERSHIRE

CALCULUS COMPUTERS

104 The Broadway Leigh on Sea

TEL 0702 471062

UNITED KINGDOM

CALCULUS COMPUTERS

Unit 1015 The Whitgift Centre Croydon

TEL 081 686 9973

LONDON

CALCULUS COMPUTERS

19 The Broadway The Bourn Southgate

TEL 081 882 4942

SCOTLAND

CALCULUS COMPUTERS

111 Holburn Street Aberdeen

TEL 0224 211866

WALES

CALCULUS COMPUTERS

22 Castle Arcade Cardiff

TEL 0222 229065

SOUTH GLAMORGAN

CALCULUS COMPUTERS

West Street Gorseinon Swansea

TEL 0792 893975

RE-RELEASES

Steve Bradley's been busy making mince pies and wandering around the office with a sprig of mistletoe and a silly smile, but he's also found time to review this month's re-releases.

CARDIAXX

Team 17 ■ £10.99 ■ Reviewed AF31 37%



Cardiaxx is not one of the finest examples of its genre, my advice is to stick with Project-X.

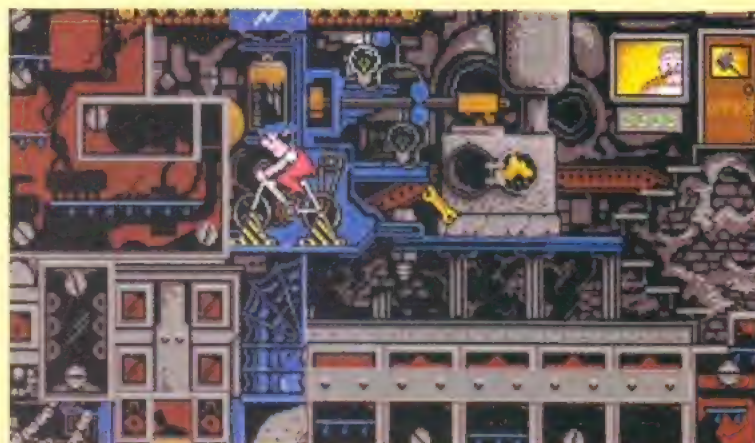
The shoot-em-up is one of my favourite genres. In fact, I can't think of anybody in the AF office who doesn't like flying high and having a blast. Team 17, nice picture on the box, *Cardiaxx* spelled with two x's, a tablespoon of flour – sounds like the right ingredients for some tremendous fun.

But no. This is not a good shoot-em-up. Can't complain about the sound or graphics – very competent. It's just not a playable game. Every time you touch the joystick the ship veers off across the screen, and you keep having to turn around and go back on yourself, which is brilliant in *Defender* but doesn't work quite as successfully in *Cardiaxx*.

4/10

NIGHTSHIFT

Kixx ■ £12.99 ■ Reviewed AF18 81%



"Right," said Fred. "No, you've got to take first left at the lights, straight across the crossroads and then follow the middle lane as far as it goes and then turn off at junction 32". "Right," said Fred.

Strange idea for a game this. You're on a trial period for a night job at a toy factory. The boss is watching your every move to see if you're good enough for a permanent position. Crikey, Marcus is watching me. Best make it look like I'm working hard. Nose. Grindstone. That's better. Choose to be either Frank or Fiona Fixit and head off to the factory floor where your task is to keep the machinery (known as the beast) running smoothly. Leap around the platforms plugging leaks, switching switches and generally keeping the toys running off the conveyer belt in one piece. After all, who wants to buy Darth Vader with two heads?

Nightshift is a comical platform puzzler with many surprises. Lemmings, hoovers and many other nasties attempt to sabotage the evening's proceedings and to make matters worse it's against the clock. Great fun and original to boot.

8/10

KNIGHTS OF THE SKY



Kixx XL ■ £12.99 ■ Reviewed AF29 88%



Knights of the Sky is one of the finest examples of the flight simulator – please buy a copy.

'The young flyer walks out of the barracks. It is early dawn. The sky is beginning to lighten over Hunland. It will be another clear, cold day in Flanders.' I love manuals, me. Engage in head-to-head battles against historical enemies. Use the word Fokker as many time as you like. Planes flew at a decent speed



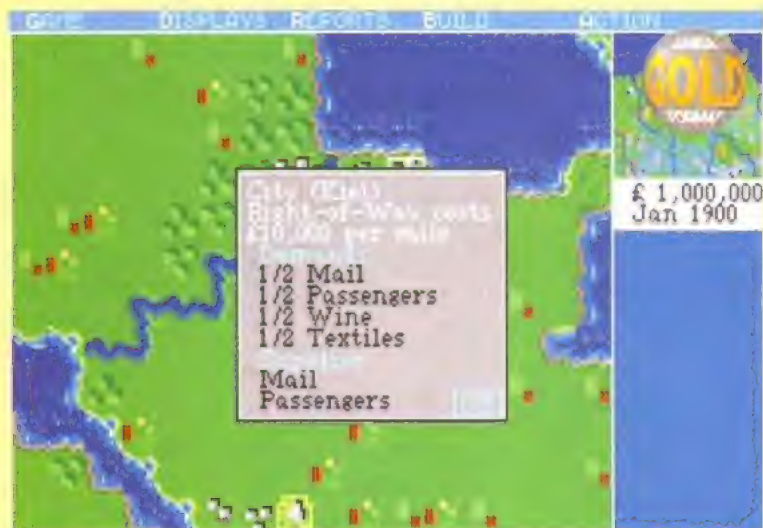
War, children, is just a shot away, but when you're in the sky, it's usually miles away.

back in the First World War. You could see the enemy – no speed of sound stuff then. And *Knights of the Sky* has a great feel to it. There are hundreds of missions, and at 13 quid, it's a bargain.

9/10

RAILROAD TYCOON

Action Sixteen ■ £16.99 ■ Reviewed AF22 92%



I could never quite manage to get the Leeds to Harrogate railway off the ground. Or on the ground.

Empire building in the golden age of the railroads is the name of the game. Build tracks, stations, even whole industries in one of four regions – Eastern and Western USA, Europe and England. Each region has its own economy which has to be studied before you decide where to invest your capital. Stations run on a supply and demand basis and if you're not making any money you won't last long.

If successful, you can then move on to other towns, increasing your rail network, expanding your rolling stock, building bridges and seeing off rivals in fare wars until your empire stretches across the entire game world. *Railroad Tycoon* is not a visual extravaganza, but the gameplay is compelling. Out of my way, I'm off to build a railroad through my Granny's back garden.

9/10

HOOK

Hit Squad ■ £9.99 ■ Reviewed AF38 48%



Rough the pubs round here. Countless times I was accused of being a fairy – what's up with shandy?

A point-and-click adventure game with two pages of instructions. Now there's a novelty. Hook's a pirate and he's 'borrowed' your children, so you (Peter Banning, Ne Pan) must get to Neverland (good album that, ha ha, – oh nevermind) in order to rescue them from his evil clutches. So with the help of Tinkerbell you toddle off asking all sorts of pertinent questions around the port and getting insulted by all and sundry for showing such a healthy curiosity – which rather begins to grate after a while.

Hook is slickly presented but it lacks the qualities that made *Monkey Island* (itself a recent budget release) a great game. Graphically it's not as stylish, and it doesn't have the options, depth or humour of its illustrious counterpart. The character interaction doesn't evolve, it repeats the same messages off pat. Pat who? Hook is not bad, but it's nowhere near great.

5/10

LINKS

Kixx ■ £16.99 ■ Reviewed AF36 92%



Links: not a helicopter, or a member of the cat family, but a rather excellent golf game.

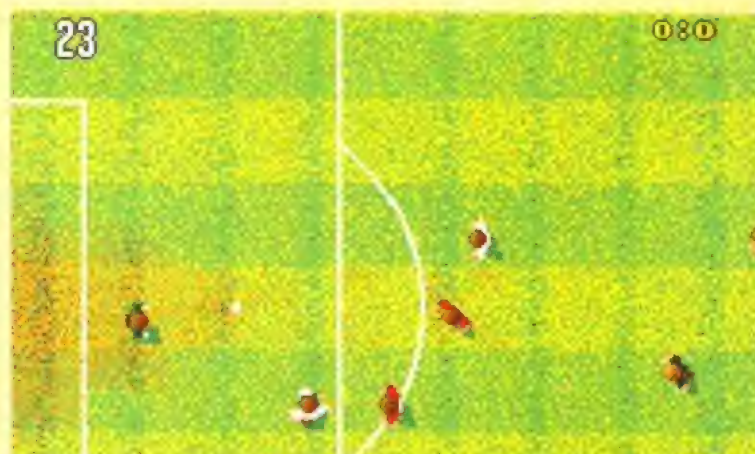
Golf is a fine game. Young Jonesy and myself recently pasted our beloved Ed and Frank at the local pitch-and-putt course. Oh what joy. Loading *Links* takes a similar amount of time to a round of pitch-and-putt. It also takes an age to redraw between shots and you need an external floppy drive to load it. A hard drive is what's really needed unless you have the patience of Job.

Gripes aside, *Links* is visually stunning – the golfer sprite looks superb. The gameplay is excellent with detailed information about your shot at your moustips. The variety of shots can take a while to pick up, unlike *PGA Tour*, but that's all part of the charm and the challenge. Eight people can play at one time although there are only three courses (another gripe). So if you've got a hard drive, then this is a great buy. If not, goodbye.

8/10

GRAHAM TAYLOR'S SOCCER CHALLENGE

Buzz ■ £9.99 ■ Reviewed AF37 82%



The lads from Lancashire are putting up a great fight. Burnley under Bradley, what a combination.

The challenge is not to take 'control' of the national team and employ bizarre tactics in Scandinavian countries, but rather to take the helm of a Third Division club and win football matches. Not that Graham's is a hard act to follow, what with him winning fewer trophies than Manchester City. The game is comprehensively packed to the gills with all the usual management options. Enter the transfer market – I hear you can get some nice deals on Leeds players at the moment although, as manager of Burnley, my £14,500 bid for Gary Speed was surprisingly rejected.

Graham Taylor's Soccer Challenge combines slick presentation (which is more than can be said for the real Graham Taylor) with excellent arcade action. You even get match reports on newspaper back pages, and I'm just relieved that the tabloids haven't labelled me 'Turniphead Bradley'.

8/10

FURY Of The FURRIES



Manual in English, Manuel en français, Handbuch auf deutsch, Manuale in italiano, Manual en español

Distributed By



MINDSCAPE

AVAILABLE FOR: PC & 100% COMPATIBLES, AMIGA, CD32

MINDSCAPE INTERNATIONAL LTD., PRIORITY HOUSE, CHARLES AVENUE,
MALTINGS PARK, BURGESS HILL, WEST SUSSEX RH15 9PQ TEL: 0444 246333 FAX: 0444 248996

© 1993 ATREID CONCEPT SA - TOUS DROITS RÉSERVÉS. TOUTES LES MARQUES ET MATÉRIELS CITÉS SONT DÉPOSÉS PAR LEURS PROPRIÉTAIRES RESPECTIFS.
© 1993 ATREID CONCEPT SA. ALL RIGHTS RESERVED. TRADEMARKS ARE ACKNOWLEDGED AS THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Published By



DREAMLANDS COMPILATION

Silmarils ■ £29.99 ■ Storm Master (AF33 90%) ■ Ishar (AF37 76%) ■ Transarctica (AF45 60%).



Storm Master gives you the chance to put the wind up your various opponents in a classy role playing adventure.

STORM MASTER

John Kettley is a weatherman, though unfortunately he has yet to be promoted to *Storm Master*. Countries at war, the discovery of flight, sea monsters, a pinch of salt – sounds like the right ingredients for a strategic affair with the odd bit of arcade action thrown in for good measure. And this looks good as well, with its impressive intro sequence showing the *Storm Master* cooking up some tremendous weather.

You are the leader of the island of Eolia and the object is to win the war, or rather wind the war, by calling up the Storm Master to give you a prevailing wind to help your aircraft on their way. And there's even a most enjoyable dogfight section to tackle when you get over the sea in your plane. Recommended.



If life in the future is to be lived on trains, then everyone will surely be late for everything they do. Nightmare scenario eh?

TRANSARCTICA

Centuries after a severe Nuclear Winter, the survivors live on large trains. Yes, you read that right. Folk travel around a rail network controlled by the evil Viking Union, trading to make a living. You, as luck would have it are a good guy, out to smash the Viking powerhold. Trade mammoths and slaves, equip your train with weapons and travel the scenic Settle to Carlisle route.

Unfortunately, *Transarctica* is a rather pedestrian affair, and it won't be long before you're back at the BR station taking numbers. But I'll leave you with this cheery Christmas thought – a quote from the press release that accompanies *Transarctica* suggests that it's a 'frighteningly realistic scenario of a possible future for our planet'. Merry Christmas.



Throw in one of the blokes from Right Said Fred, add The Mighty Sword of Dobber, and role play to your heart's content.

ISHAR

Gesundheit. Very funny eh? Anyway, it's on with the role-playing fun. This time the evil happens to be in a place called Kendoria, and you've got to head up to fortress Ishar to kill the bad man. On the way you gather a merry band, pick things up, kill monsters and search for clues. It's a good looking game this, as well as being rather large – 20,000 locations apparently, but don't quote me on that because I only saw 18,762. Pleasing fayre, though some may find it a bit of a plodder. An all round good egg of a compilation (if you like RPGs, of course), although I wouldn't want to spend Christmas Day playing *Transarctica*.

7/10

COMBAT CLASSICS 2

Empire ■ £29.99 ■ F19 Stealth Fighter (AF16 91%) ■ Pacific Islands (AF35 93%) ■ Silent Service II (AF28 82%).



Although it's been three years since its release, F-19 Stealth Fighter remains one of the best flight sims around.

F-19 STEALTH FIGHTER

There's lots of war in the *Combat Classics 2* compilation. Aeroplane, tank and submarine warfare is the order of the day and in *F-19 Stealth Fighter* you can gun for glory as a new pilot in and fly through masses of missions as you attempt to get promoted through the ranks.

As luck would have it, the aircraft is so difficult to pick up on radar, the enemy has a heck of a time trying to shoot you down because you are masked in a cloak of radar invisibility. Much of the game is taken up with ensuring that you maintain this advantage by monitoring enemy radar positions. F-19 is a comprehensive flight sim and though not graphically stunning, it's a worthy addition to a combat fan's collection.



"Peace man", is certainly an under used phrase here. Still, it's fun when you get to drive the VW Camper Van across a trench.

PACIFIC ISLANDS

Tanks up next in *Pacific Islands*, the jewel in this compilation pack. More Americans and more war as you battle the North Koreans who have invaded the Yama Yama islands. You can mobilise up to four units in your attempts to drive out the occupying forces. It's a tactical affair, and success depends on your ability to manage all aspects of the campaign.

For example, if you damage civilian villages as you fight it out with the enemy forces, you'll find that your money supply dries up because you lose support for the cause at home. *Pacific Islands* is more a test of tactical and strategic skill than just a tank battle blast-em-to-kingdom-come job, but it does still involve plenty of shooting action. A most excellent thing it is, too.



Take on the might of the Japanese navy in this here blockbuster. Forget Pearl Harbour? Forget it. Revenge will be sweet. Nice eh?

SILENT SERVICE II

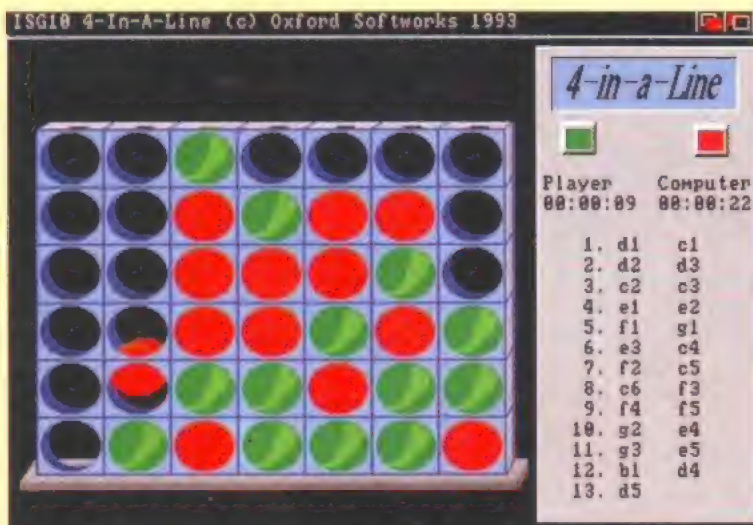
Sneaky business this, sneaking up to ships and torpedoing them out of the water. Ideal for anyone who yearns to be a World War II submariner, *Silent Service II* places you in command of a sub in the Pacific, pitting you against the Japanese.

It's best to start at practice level where you can fire off a few rounds at some defenceless sap before heading off for some serious war. There's loads of detail but the game is surprisingly easy to get in to. Once you've mastered the basics, *Silent Service* can be a tense and atmospheric experience. *Combat Classics 2* is a fine compilation for those with a keen interest in all things warlike.

8/10

10 INTELLIGENT STRATEGY GAMES

Oxford Softworks ■ £29.99 ■ Not previously reviewed



Connect four in a line and the victory is yours. Unfortunately I couldn't, and it wasn't.

And so it was with eager anticipation that young Nick Witton excitedly ripped open the parcel on Christmas morning.

"But Mum, I wanted that cute platformer with the big guns and little man."

"No son, you're going to learn how to play Chinese Chess today,

Bridge tomorrow and Othello by Tuesday week."

Also included in this package is the 'game' of the moment, Chess. Budding Nigel Short's across the country are busy getting up at four in the morning and practising their skills. The once sneered-upon school chess club is now a hive of

Human
000:03:21

Computer
000:02:39

4 b1c3 e7e6
5 g1f3 f8b4
6 a2a4 e8g8
7 h2h3 c8d7
8 d3b5 c6d4
9 b5b4 d4c2+
10 e1d1 c2b4



There is only one Bobby Fischer. And he could have beaten all the pretenders out of sight.

lunchtime activity. Kids straining in the queue at the door, desperate to become the next Grandmaster. "Bags I Nigel Short," is an oft heard cry at the start of the match. Other favourites include Backgammon, Draughts (also known as Checkers, because the Prime Minister plays it at weekends, apparently) and

Bridge. This is a solid enough package, nicely presented and with two-player options. And I still can't win a game of 4-in-a-line. Not that I was really trying of course. Damn.

7/10

BLUE ANGELS FORMATION FLIGHT SIMULATION

Hit Squad ■ £9.99 ■ Not previously reviewed



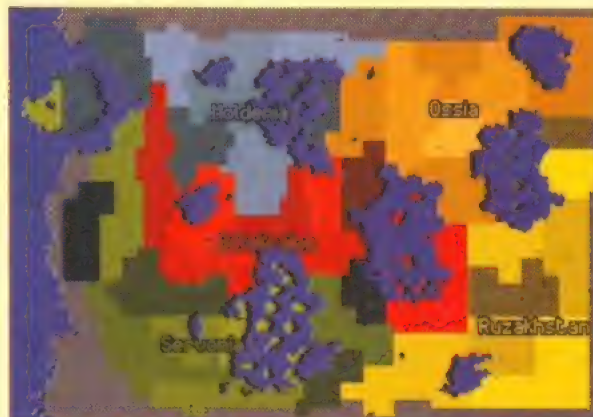
We know them as the Red Devils, they call themselves the Blue Angels.

'Piercing the clouds on a wing and a prayer,' exclaims the box. And I thought technology had moved on a pace. The Blue Angels are a United States naval version of the Red Arrows, but before you get to Farnborough, there are moves to be learned including diamond loops, and all sorts of rolls. So, to master these, you must train in a flight simulator, before you get to use the err, flight simulator. It's not as much fun as *Knights of the Sky*, but for those who liked *Top Gun*, this should be right up your flight path.

7/10

ASHES

Action Sixteen ■ £1.99 ■ Reviewed AF37 85%



Another cheery subject for a game, war torn Eastern Europe. Yet few games are brave enough to tackle life at Pontins.

Formerly known as *Ashes of Empire*, the object of this game is to bring peace to the CSR, a fictitious Eastern European superstate on the verge of civil war. Beyond that, the threat of nuclear war looms, so be in no doubt as to the size of your task. Travel the five Republics, gathering supporters as you try to pacify various ethnic groups. There are eight behaviour icons to choose from as you attempt to recruit folk, and each individual requires specific treatment. *Ashes* hasn't got any great depth, but it looks nice and there are loads of characters, landscapes and courses of action to take. Ideal for those future diplomats among you.

7/10

GALLUP TOP 10 BUDGET SELLERS OF 1993

- | | |
|--|----------------------------------|
| 1. Alien Breed: Special Edition 92 - Team-17 | 6. Project-X - Team-17 |
| 2. First Division Manager - Code Masters | 7. James Pond - GBH |
| 3. Trivial Pursuit - Hit Squad | 8. RBI 2 - Hit Squad |
| 4. Dizzy: Prince of the Yolkfolk - CodeMasters | 9. Hero Quest - GBH |
| 5. F-16 Combat Pilot - Action Sixteen | 10. Prince of Persia - Hit Squad |

CONTACT NUMBERS

Team 17 0924 201846
Klxx XL 021-625 3311
Hit Squad 061-832 6633
Silmarils 071-328 2762
Empire 081-343 7337
Action Sixteen 0276 684959
Oxford Softworks 095382 3463
Buzz 0709 372290



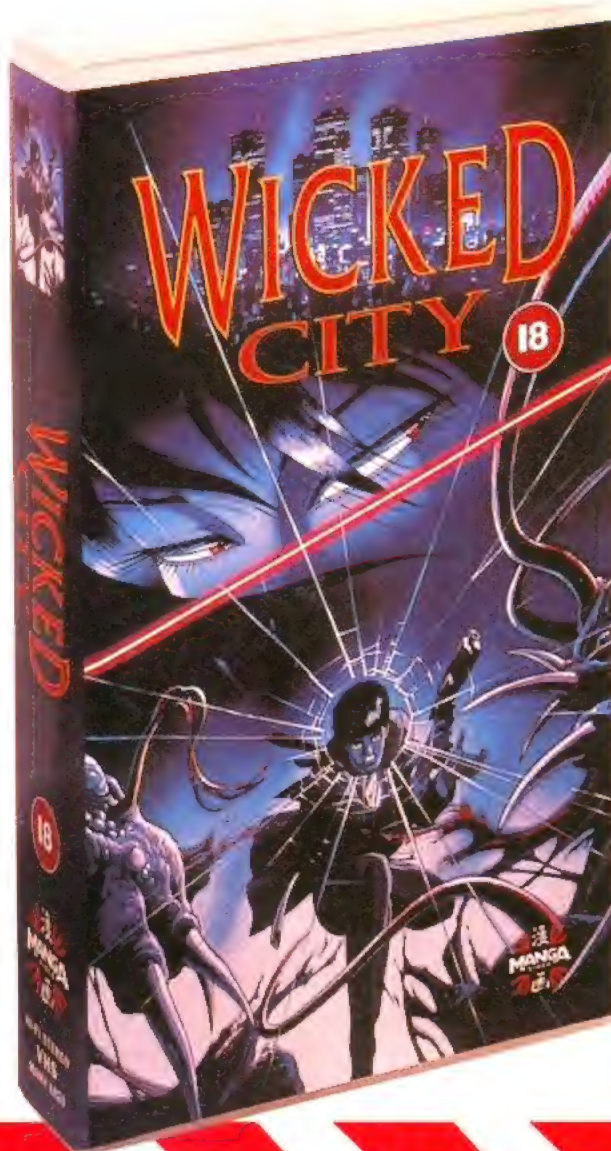
NO WAY! Your Cool SPOT chums are locked away! **YES WAY!** You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

© 1993 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved. "COOL SPOT" ALL CHARACTERS AND RELATED INDICIA ARE TRADEMARKS OF DR. PEPPER/SEVEN-UP CORPORATION, DALLAS, TEXAS 1993. Virgin is a registered trademark of Virgin Corporation, Ltd. Virgin Interactive Entertainment (Europe) Ltd. 338a Ludbrook Grove, London W10 5AN.

SCREENSHOTS MAY BE FROM A DIFFERENT VERSION

Virgin

SALACIOUS SPIDER WOMEN... LIFE SUCKING HARLOTS... MUTANT SERPENTS, DESCEND UPON TOKYO



WICKED CITY

As the non-aggression treaty that exists between humans and the world of the demons nears its expiry date, a plague of fiendish terrorists descends upon the city, conspiring to sabotage any new agreement. As the shadows close in, the fate of humanity is in

the hands of a group of undercover operatives, known as the Black Guard.

£12.99 SRP

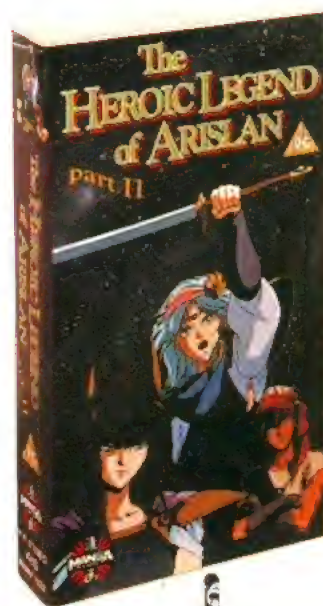


BATTLES, BETRAYAL AND BLOODSHED

THE HEROIC LEGEND OF ARISLAN PART II

Driven out from his homeland of Pulse, by the powerful Lusitanian army, the young prince Arislan is determined to regain his throne. But as events unfold, Arislan is forced to question the legitimacy of his claim to the Pulsean throne. Can there be any truth in the wild claims of Silver Mask?

£10.99 SRP



BOTH AVAILABLE AT VIRGIN, HMV, WH SMITH, OUR PRICE, VIRGIN GAMES, JOHN MENZIES, GAME LTD, FUTURE ZONE, WOOLWORTH, TOWER RECORDS, FORBIDDEN PLANET, BEATTIES OF LONDON, VIRTUAL REALITY AND ALL GOOD VIDEO AND COMIC SHOPS.

A Division of
Manga Entertainment Limited.
An Island International Company

Tips of the YEAR

1. SENSIBLE SOCCER 92/93

Reviewed AF42 80%

Renegade ● 071-481 9214

Recreate the 1966 World Cup between England and Germany by loading up the Custom Teams and selecting the appropriate sides. Opt for a friendly match and you can play the game in vintage black-and-white.

2. STREETFIGHTER 2

Reviewed AF43 87%

US Gold ● 021-625 3366

Select a One Player game, then position the cursor over Blanka. Type PATIENCE slowly for infinite energy. Pause during a two player game, type 7KIDS and exit. Both players can now play the same character.

3. PREMIER MANAGER

Reviewed AF43 87%

Gremlin ● 0742 753423

Go to the telephone screen and enter 753423 to give the keeper 99 skill points and 000123 to give the midfield 99 skill points. Also try typing in 781560 to receive £20 million and all your players up to full fitness.

4. DESERT STRIKE

Reviewed AF46 87%

Electronic Arts ● 0753 549442

Go the Access Code screen and enter TQQLOM for five lives or BQQQAEZ for ten lives. Now either begin the first mission or go straight to the Access Code screen to skip to other levels.

CAMPAIGN	TITLE	CODE
2	Scud Buster	LQJAQRJ
3	Embassy City	TUJJOAQ
4	Nuclear Storm	JTEKOMK

5. BODY BLOWS

Reviewed AF46 87%

Team 17 ● 0924 291867

Go to the Options menu. Push Joystick 1 left and Joystick 2 right and hold for ten seconds to activate the Cheat mode.

6. LEMMINGS 2

Reviewed AF46 FG94%

Psygnosis ● 051 709 5755

Press Load then Cancel to stop the music, then click on all four corners of the screen in order until you hear "Let's Go!" You can now start on any level with a full 60 Lemmings.

7. CHAMPIONSHIP MANAGER '93

Reviewed AF48 82%

Domark ● 081-780 2222

Pick a 4-3-3 formation team then change the players' positions until they look like a 1-4-5 formation and by playing the long ball you should find it a lot easier to win the game.

8. THE CHAOS ENGINE

Reviewed AF45 FG90%

Renegade ● 071-481 9214

Enter these codes on the Password screen for loads of lives and full power:
World Two - BZPBKCB1FH81 World Three - D5FBKRW1FH75
World Four - SDTBK4J2G3GW

9. SLEEPWALKER - COMIC RELIEF

Reviewed AF44 FG91%

Ocean ● 061-832 6633

Type DINGADINGDANGMYDANGALONGLINGLONG on the title screen. Press <M> for map, <Return> to skip levels and <Tab> to top up the sleep bar.

10. FLASHBACK

Reviewed AF45 FG93%

US Gold ● 021-625 3366

Here are the codes for every level of the English version:

LEVEL	EASY	NORMAL	HARD
2	SPIN	BURN	YOUR
3	KAVA	EGGS	LINE
4	HIRO	GURT	NEST
5	TEST	CHIP	LISA
6	GOLD	TREE	MARY
7	WALL	BOLD	MICE

GAME BUSTERS

If you can't beat 'em, cheat 'em. And to prove it, here's another super collection of hints, tips, codes and solutions. Amiga gaming will never be the same again!

DIGGERS CD32

Reviewed AF52 FG93%

Millennium ● 0223 844894

Start the game and choose the character you want to be. On the Zone Selection screen (the big map) move the pointer over the word "Fujale" and press the Red Button once. Then do the same on "Chonskee" and "Deena." You should hear the sound of a jewel being found. You can now move to any location on the map including the question marks in the corner.

EPIC

Reviewed AF37 34%

Ocean ● 061-832 6633



Great graphics, lousy gameplay. Thanks guys.

Press down, right and <Enter> for full energy, shields and weapons.

Aki Haakila, Finland

WALKER

Reviewed AF46 81%

Psygnosis ● 051-709 5755



Walker spits fiery death at the puny fools who try him.

Liam Ryan, New Zealand

When you get to the start of Level Two, don't move at all, but type EAT LEAD FUDDY MUNCHERS for an infinite shield.

AMIGANOID

AF52 Coverdisk demo

This is it. Every single level code you could ever want for November issue's excellent Breakout clone.

Level	Password	Level	Password	Level	Password
1	AF	10	HOUSE	19	BOUNCE
2	HELLO	11	FUN?	20	FELLOW
3	SIDE	12	ROCKET	21	CBM
4	BLOB	13	ANGLE	22	DISK
5	ACIEED	14	OLLE	23	LABBY
6	CHESS	15	GNU	24	DICE
7	CAR	16	CROSS	25	LAST
8	ARROW	17	HOLE		
9	LUCK	18	CUBE		

Andrew Pinfold, Cannock, Staffordshire

HISTORY LINE 1914-1918

Reviewed AF43 FG94%

Kompart ● 0727 868005



Here's a complete guide to all the passwords for History Line, one of the best battle sims ever.

Level	Password	Level	Password
1	PULSE	14	HOUSE
2	GOOSE	15	SIGMA
3	SPORT	16	SEVEN
4	BIMBO	17	ZOMBI
5	TEMPO	18	MOVES
6	BARON	19	BLADE
7	BUMM	20	ZORRO
8	LEVEL	21	STONE
9	TOXIN	22	MOSEL
10	PRINC	23	ORDER
11	CLEAN	24	SODOM
12	XENON		
13	SIGNS		

Richard Edgar, Halifax

FLASHBACK

PART FIVE

Reviewed AF45 FG93%
US Gold • 021-625 3366

Short and anything but sweet, Flashback's fifth level pits you against terminators, forcefields and the deadly slime creatures. Faint hearts beware!

Code: SPIZ

A Terminator opens the door (1), but you're unable to kill him since you have no gun. Run right and collect the gun (2). Now kill the Terminator and pick up the key. Save game.

Go right and open both doors. Proceed up, watching out for the forcefields all over the place (3), and left. Go down to recharge (4).

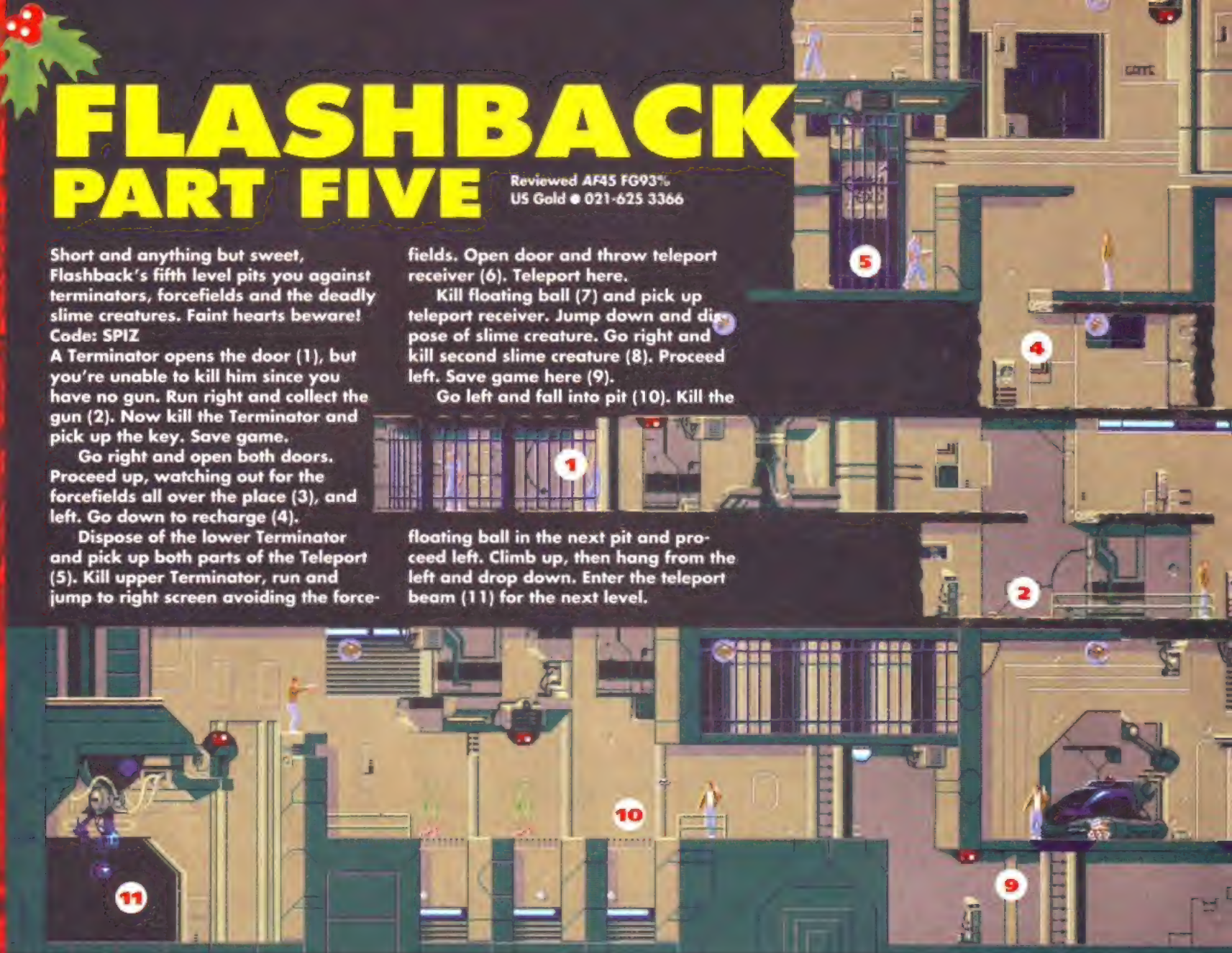
Dispose of the lower Terminator and pick up both parts of the Teleport (5). Kill upper Terminator, run and jump to right screen avoiding the force-

fields. Open door and throw teleport receiver (6). Teleport here.

Kill floating ball (7) and pick up teleport receiver. Jump down and dispose of slime creature. Go right and kill second slime creature (8). Proceed left. Save game here (9).

Go left and fall into pit (10). Kill the

floating ball in the next pit and proceed left. Climb up, then hang from the left and drop down. Enter the teleport beam (11) for the next level.



ISHAR 2: MESSENGERS OF DOOM

Reviewed AF50 79%
Daze • 071-328 2762

Violent streets, dank dungeons and cuddly bears from *Star Wars* are just some of the dangers you face in Part Two of Daze's complete solution.

STAGE TWO: ZACH'S ISLAND

Go right through the town and enter the library at the extreme north-east. Pick up the parchment for a map of Akeer's Island. Kill as many enemies as you possibly can to gain money and experience. Buy arms, helmets, food. Recruit more members for your team if necessary, eat and sleep to recover psychic strength. Then return to the harbour and head for Akeer's Island.

STAGE THREE: AKEER'S ISLAND

Follow the wall on your right and try to keep moving east. Fight with all the skeletons you find. Follow the passage to the south. Pick up the treasure in the cul-de-sac at the southern end and the skull in the cul-de-sac to the east.

Leave the passage again, continue east, then south until you enter a large room. Use the handle on the north wall then go extreme south-east, south and east. Go north and activate the two handles on the right and left walls.

Continue due north into the passage, follow the corridor into the large room. Activate the handle on the wall to the north. Leave the pas-

sage again, take the extreme south-east, follow the corridor and pick up a skull in the cul-de-sac. Re-enter the corridor with the handles. Walk round to the west wall. On the other side, enter the room, pick up the treasure, skull and arms. Return to the landing stage and set sail for Zach's Island.

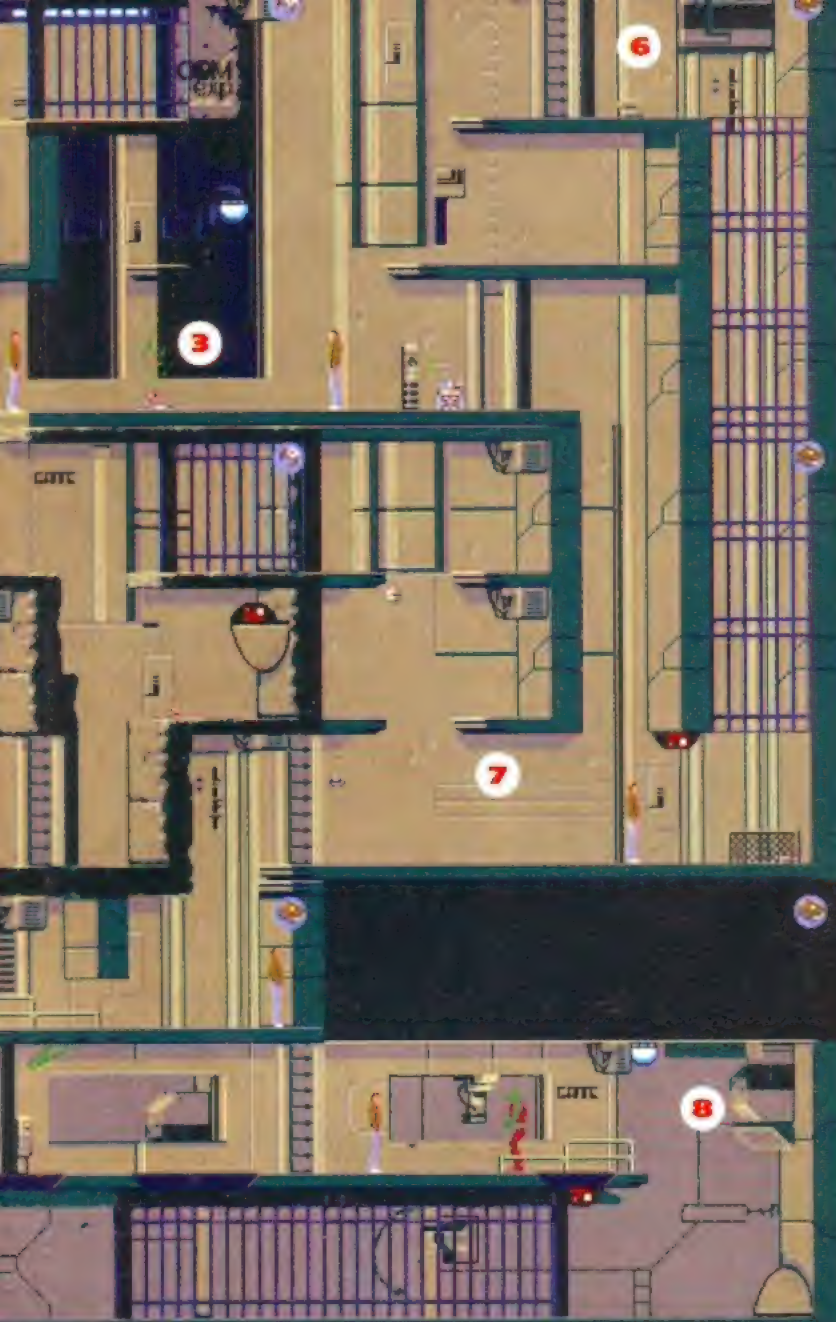
STAGE FOUR: ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible - you're going to need them! Buy five monk's habits and five fur coats from the clothes shop (near harbour, in a road leading to a little square to the north). Go to the library and examine a parchment on potions. Go to

the bank (west of the library) and enter the street containing the guards. Kill all the guards in one go by using arrows and spells. Take the door opposite and pick up 100,000 coins. Deposit 10,000 at the bank on the other side.

Now for some shopping. Go to the extreme south-east of the town and enter the pet shop. Buy a magpie, a monkey, an eagle and a parrot. Then go to the armourer's opposite the pet shop and buy the best arms, helmet and shields you can afford. Go south to the provisions shop and buy five ropes.

Now go west into the shop on the other side of the road. Buy potions for the "Troublesome Priest" (Humbolg) and "Ent Reviver"



B-17 FLYING FORTRESS

Reviewed AF46 FG911

MicroProse • 0454 226532



"Mum, what have I told you about embarrassing me in front of my friends? I don't care if you are auditioning for *The Cannonball Lawns*."

Put your feet up on those daylight raids over Dresden with these gameplaying hints from MicroProse...

- Take some time to observe how the gunners aim for fast-moving fighters. Make regular checks on the outside view to see if your engines are all right. If your co-pilot has been hit, you will not get a warning message.
- Circeling Alconbury, use <Shift> <F8> and external views to line up on the field.
- The (Dennis) Norden bomb sight usually gives you the release cue at about four notches of deflection, but there is no substitute for practice.
- Try diving between 350-400mph. This becomes very useful later when one fire extinguisher per engine is not enough.
- Fly over big cities and press <F8> to see the sights.
- When navigating manually, use the rudder to steer the plane from the pilot's instrumental view.
- When making navigation checks, use a combination of the navigator's instrument and external views to orientate the map.
- Keep at least one pilot healthy as the plane can go in a spin if it's in a turn when hit. This gives you time to bail out.

● When you're being attacked use <Z> and <X> to change to a fighter, then <Shift> <F1> to see the battle from the pilot's point of view.

● If you prefer to manually taxi the aircraft, avoid steering on to the grass. Speeds above 30mph will snap the gear. If you make a mess of it, use the keys <Alt> <T> to you get into the air and up with the formation.

● Regularly check that the crew are all OK and that the guns aren't jammed. It's easy to miss the messages in the heat of combat.

● Using the radio operator to send a Mayday message improves your chances of survival when bailing out.

● Fuel leaks can be critical to the success of a mission. If necessary, turn off an engine or two and drop out of the formation to conserve fuel.

● If in doubt, bail out. Landing an engineless, bullet-riddled, flame-scorched B-17 after the completion of a mission is risky and difficult. Bail out over the Channel to ensure mission is a success.

● Remember an engine left to burn is like a bomb waiting to go off.

● Flying at a very low altitude helps avoid flak, but remember to gain height before starting the bombing run.

● Flying manually to the target on a self-determined course helps you avoid enemy fighters and flak. Get the formation to follow your lead, but don't get lost.

● Let the computer-controlled gunners track the targets and then take over for the kill.

● Before landing attempt to heal injured crew or they get hospitalised.

● Having more than one crew member available to perform first aid increases the chances of success.

(Jablou). Go west across three crossroads, then head north, west and take the first east turn. Kill the giant guard. Recover your strength.

Enter the Blue Velvet night-club. You are thrown in prison. Release the magpie through the bars. Pick up the key. Open the cell. Put on the five monk's habits. In the fortress, take the passage (only open between midnight and 4am). Pass the monk. Enter the sacrificial hall. Now get the prison key from the monk's belt and head back up the passage.

Wander around a bit until one of your party notices a draught. Find the draught and you will discover an invisible wall. Step through it to leave the prison. Fight with the

guards and return to the harbour. You need at least 10,000 coins and an iron shield to get on the boat. Set sail for Irvan's Island.

STAGE FIVE: IRVAN'S ISLAND

Go extreme east. Follow the east coast. Find a magician. Give him 10,000 coins, and then send out the eagle. Pick up the mountain parchment.

Return extreme west along the coast. Find the standing stones, and continue to the west end. Pick up the relic at the foot of the standing stone. Golem wakes up, kill him – but most spells won't work on him. Turn around and fight second golem. Then return to the harbour. In the

direction of the mountains, take the landing stage to the south.

STAGE SIX: JON'S ISLAND

Remove your monk's habits and put on the fur coats. Also attach the ropes to yourself to stop you from falling. Slowly head east following the mountain path. Pick up the cauldron in the snow. Now go back the way in which you came, following the mountain road along the precipice. Go into the mountains and find a rhinoceros, now kill it and take its horn.

Return to the landing stage and get back on the boat. Make a return trip to the town for "repairs" if necessary. Now head to the north-west

landing stage on the island.

Leave the harbour and travel east. Follow the coast, then take the passage to the west. Fight with the two giants. Pick up the Living Sword in the mountain hollow and then leave the passage again.

Continue northwards. At the end, find a priest in a cul-de-sac. Prepare the Humbolg potion and give it to the priest. Pick up the tree island of Thorm parchment.

Return to the harbour and head back to Zach's Island for a rest and to buy an iron shield if you don't already have one.

Now set sail for Thorm's Island, then wait four weeks until you find the next part of the solution printed in the next issue of *Amiga Format*.

SYNDICATE

Reviewed AF49 FG91%
Electronic Arts ● 0753 549442

When fighting hordes of enemy agents on later levels, it's possible to start a chain reaction of death! Simply shoot the first agents who appear, and they drop a time bomb when they are killed. Wait until the next batch of agents arrives and shoot the time bomb. This kills the agents, also causing them to drop their time bombs. Repeat the process until all agents are destroyed.

To get loads of money, first complete a straightforward mission and then, instead of returning to base, wander around and wipe out all the threats – this includes enemy agents, police and guards. Now position your agents in a quiet corner somewhere and leave your Amiga switched on overnight. When you return and direct your agents back to base they are greeted with a massive stack of money. Ideal for those expensive three body parts. Using this technique enables you to reduce your tax in unstable territories, ensuring they don't rebel.

Mr Leigh Haynes
Grimsby, South Humberside

FIRE AND ICE

Reviewed AF36 87%
Renegade ● 071-481 9214

Here are some *Fire and Ice* pokes using Action Replay on an A500 for getting beyond the Jungle.

During the title sequence poke 13EF with: 14 for Fifth World, 18 for Sixth World and 1C for the Final Conflict. Press <Fire> to load game.

When you're playing the game, try the following:

Snow Bombs poke 1EDC3 with FF

Special Weapons poke 1EDC5 with 48 or try 38, 30 or 20.

There are others, but if you pick up a new weapon, it replaces your existing weapon. Therefore, poke 1EDC7 with FF to top it up to maximum shots.

N Andrews
Tewkesbury, Gloucs



Cool Coyote meets the Spiders from Mars in *Fire and Ice*.

EXTREME VIOLENCE

AF Subscribers Disk 3

Type these cheat codes in on the Title screen, then press <Enter>. They affect both players.

CHEAT
DUNE

TERMINATOR
LAWNMOWER

EFFECTS

Walls = 30. You get a magic laser (goes through walls), speed boots, keep weapons when you die. <Help> = funny map.
Walls = 10. ECM for both players.
Walls = 30. Bouncy bullets, speed boots, keep weapons. Help = funny map.

TIPS

You can fire all the way along the maze. If you don't fire again until you have hit something, you're given magic bullets so you can pick off unsuspecting enemies using the radar only.

Daniel Thomas, Princes Risboro', Bucks

LIONHEART

Reviewed AF45 87%
Thalion ● 021-442 2050

At any point during play, pause the game, then press <Ctrl> and <Help> at the same time. The screen shudders and you now have infinite lives. You can also turn Valdyn into a mouse pointer by hitting <Ctrl>. This means you can move him around anywhere in a level, just by moving the mouse.

Press both mouse buttons to drop Valdyn where you want him to go.

Alex Murison, Loughor,
West Glamorgan

MEGAWORM

AF52 Coverdisk demo

LEVEL **PASSWORD**

5. MASTERS OF WAR
10. DESOLATION ROW
14. IDIOT WIND
18. FOREVER YOUNG
22. LENNY BRUCE
25. HURRICANE
28. JOKERMAN
30. SHOOTING STAR
32. DARK EYES
34. TRUST YOURSELF
36. MAN OF PEACE

LEVEL **PASSWORD**

38. MOONSHINER
40. GOLDEN LOOM
41. UNION SUNDOWN
42. LAY LADY LAY
43. PRECIOUS ANGEL
44. SLOW TRAIN
45. SOLID ROCK
46. HEART OF MINE
47. FOOT OF PRIDE
48. ISIS
49. GATES OF EDEN
50. ANGELINA

Ross Coleman,
Higham Ferrers, Northants

INDIANA JONES AND THE FATE OF ATLANTIS

Reviewed AF43 FG92%
US Gold ● 021-625 3366



Indy watches the final reel of *Raiders* to see if he gets the girl.

If you're stuck and have a Phillips CM83311 monitor or equivalent, adjust the size of the game screen until it's as small as possible, then double right click, then left click on the small box in the bottom left corner. A message appears: "You're now in Atlantis. Click left to go to Atlantis." Click the left mouse button to get 23 Indy points and a warp to Atlantis. The command "use whip with Sophia" also works. The box is brown and small, so you need to click around the vicinity to find it.

Ben Brush, Chislehurst, Kent

NICK FALDO'S CHAMPIONSHIP GOLF

Reviewed AF43 FG90%
Grandslam ● 081-680 7044



Select a round of golf as normal and highlight the Amateur mode. Now play as normal and when you eventually put the ball in the hole, select the old position. Your stroke counter should now go down by one.

Repeat the process until the stroke counter reaches two and you can easily beat Nick Faldo.

Chris Lock,
Hatfield, Herts

"Swing low, sweet putting
Iron... (Crack). Cripes, I think
my back's just gone."

SECOND SAMURAI

AF51 Coverdisk demo

OK, so you've sussed out what the books and knives are for, now take this Boss-beating tip from Ray Supple of St Neots, Cambridgeshire.

When you confront the final Boss after the Asteroid Zone, there should be a small statue. Pick this up by standing over it, then push down and take it with you until you've killed the Boss. There should be an identical golden statue on a little mount and two more just out of reach. Throw your stone statue on the mount and collect the golden statue. The mount rises and you can jump up and collect the other two.

RISKY WOODS

Reviewed AF37 65%
Electronic Arts ● 0753 549442



You're going to need as much help as we can give you beating baddies like these.

Try pressing F1 to give you more life power, F2 to increase your cash and F3 to skip a stage.

Craig Beaton, Australia

The Settlers



Your daring fairycastle is the centre of your power.



Around your castle little settlements arise everywhere.



Detailed statistics, shown here within the 2 player mode, let you influence supply and demand.



Opposing knights once more cross the borders to steal your wealth.

The aim of "The Settlers" is to develop a working and successful colony, in a world which allows the player to get lost in the exhilarating medieval fantasy atmosphere which the game creates. The lifeline of any civilization relies upon the creation of small settlements, the exchange of goods and services and the production of food. Cut trees, work in mines, produce weapons and tools, deliver building materials, defend your land and castles, attack your enemies, provide work for your people and much, much more... It is possible to create up to 64.000 people in your kingdom. Each one will behave as an individual and will perform a different task, that can be watched at every time during game-play. "The Settlers" is a proud addition to the successful Blue Byte stable of unique strategy games. The kind of game, that has never before been published, keeps the player fully engrossed with it's deep strategic, economic and fun elements..

"The Settlers" is a 1 or 2 player game - 2 players can compete simultaneously on screen together or together against the computer - depending on your computers' specification up to 64.000 "tiny people" will be displayed - 20 different jobs and 5 different knights - 30 missions - 10 additional training duties - computer-generated sceneries - lots of fun, lasting for months

"The Settlers is one of the most impressive games ever to have come out of Germany or anywhere else"

The One 90%

"I think it is excellent. Witty, imaginative and detailed right down to the last leaf and fishing rod"

Amiga Power 90%

"Strategists will love the challenge. Everyone else will love the game. Very challenging, very addictive and great fun just to watch. What a great game"

CU Amiga 90%

Release: Beginning of December

Available for Commodore AMIGA , MS-DOS (VGA)

**Kompart UK Ltd. • 20 Guildford Road
AL1 5JY • St. Albans, Herts. • 0727 868005**

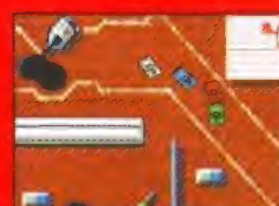
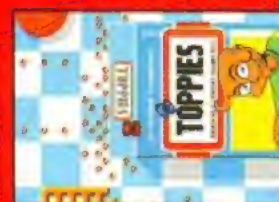
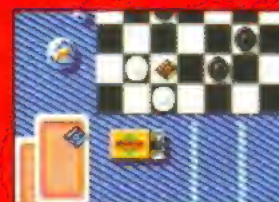


Blue
Byte

© 1993 by Blue Byte Software GmbH
Aktienstr. 62 • 45473 Mülheim
Germany

**The
No.1
Console Hit!**

**It's in your bedroom
your bathtub, the sand pit, on the pool table
and it'll drive you
up the wall!**



**The ride of
your life...
now on Amiga
and PC**

**"One of the finest
top-down racing
games the world's
ever seen!"**

Amiga Power magazine

**"Possibly the
best racing game
on the Amiga"**

Amiga Action magazine

**"It'll establish itself
as the top down
racer of the '90s"**

The One magazine

Codemasters™

LOWER FARM HOUSE, STONEYTHORPE, SOUTHAM, WARWICKSHIRE, CV33 0DL, U.K.

© 1993 Codemasters Software Company Limited. Codemasters, Micro Machines & a registered trademark owned by Lower Farm House, U.K. Codemasters is using the trademark for the '90s. Amiga, Amiga Action magazine & Amiga Power magazine are trademarks of Codemasters Software Company Limited.

GENESIA



**Genesisia - a game
of creation
and power for
1 to 3 players.**

The owner of a small land, you must expand and develop your population to become the most significant in the world of Genesisia. In 5 worlds, each requiring unique strategies, you must manage everything, from food and water to employment and taxes.

Will you conquer the lands of your 2 opponents, or form an alliance with them in an attempt to recover the seven missing jewels?

Only with a strong economy, powerful army and new technology will you fulfil your ambitions.



MINDSCAPE

Mindscape International Ltd.,
Priority House, Charles Avenue,
Maltings Park, Burgess Hill,
West Sussex RH15 9PQ
Tel: 0444 246333
Fax: 0444 248996

90% - TILT

90% - JOYSTICK MEGASTAR

89% - GENERATION 4

**AVAILABLE FOR:
PC & 100%
COMPATIBLES,
AMIGA**



BRITAIN'S BEST-SELLING AMIGA GAMES MAGAZINE!

AMIGA A MAGAZINE WITH ATTITUDE POWER

THIS IS IT!

INSIDE THIS SPECIAL TASTER ISSUE:

NEWS: The hottest stories from the world of Amiga games - plus our pick of the recent releases.

REVIEWS: Good or bad, no-one reviews a game like we do. Here's your chance to find out why.

TIPS: AMIGA POWER's top game hints help put you in Complete Control.

CANNON FODDER

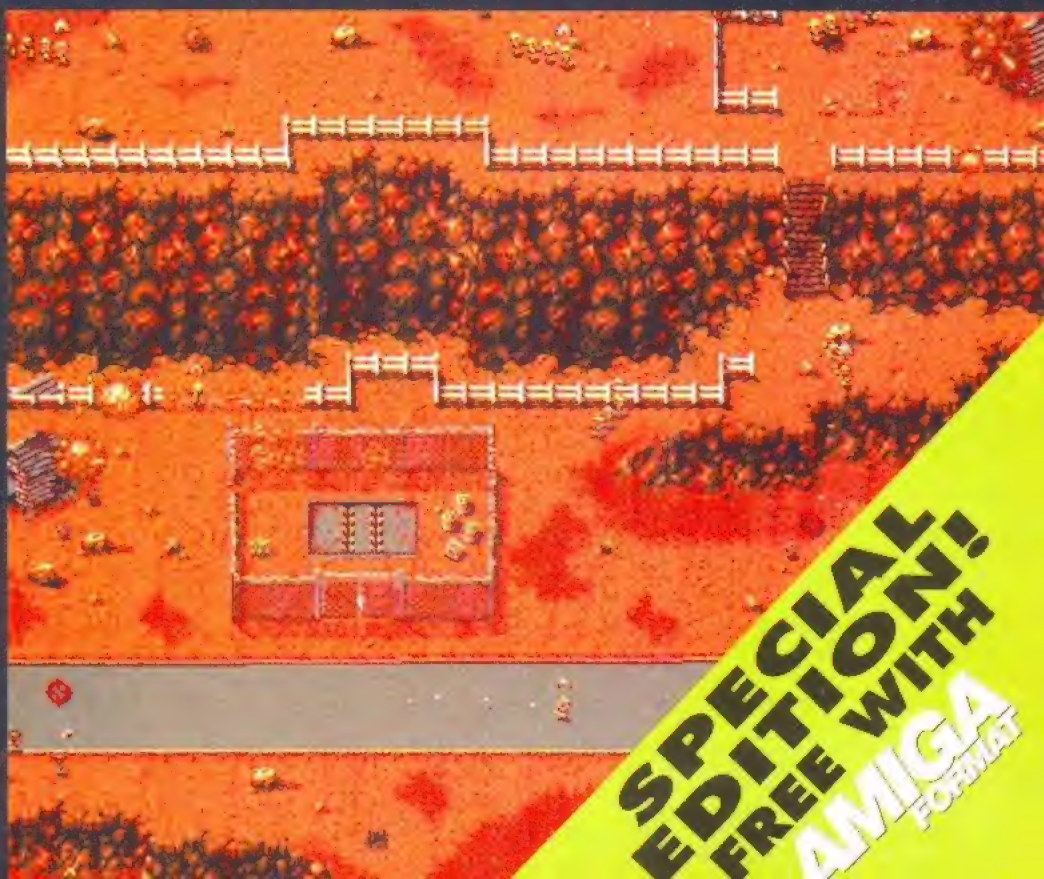
The best game of the year
- first ever review inside!

YOURS WITH EVERY ISSUE OF AMIGA POWER

THE VERY BEST DISKS AROUND!

AMIGA POWER crams more top demos and more PD favourites onto its coverdisks than any other mag - guaranteeing you maximum playability!

**AMIGA
POWER**



**SPECIAL
EDITION!
FREE WITH
AMIGA
FORMAT**

THIS IS WHAT AMIGA POWER

AMIGA POWER

SPECIAL EDITION

EDITOR

Linda Barker

DEPUTY EDITOR

Stuart Campbell

PRODUCTION EDITOR ELECT

Steve Faragher

THIS SIXTEEN-PAGE SPECIAL
SUPPLEMENT THING IN AMIGA FORMAT
ALL PUT TOGETHER BY:

Dave Green

STAFF WRITERS

Mark Winstanley

Steve McGill

ART EDITOR

Sal Meddings

ART ASSISTANT

Lisa Kellett

SENIOR SALES EXECUTIVE

Gail Blincow

GROUP PRODUCTION MANAGER

Judith Middleton

PRODUCTION CONTROLLER

Claire Thomas

PRODUCTION CO-ORDINATOR

Tracy O'Donnell

PRODUCTION CONTROL ASSISTANT

Megan Doole

PAPER CONTROLLER

Fiona Deane

ADMIN ASSISTANT

Suzannah Angelo-Sparling

AD DESIGN

Michelle Trewavas

PUBLISHER

Colin The Publisher

GROUP PUBLISHING DIRECTOR

Greg Ingham

PROMOTIONS ASSISTANT

Tamara Ward

CIRCULATION DIRECTOR

Sue Hartley

MANAGING DIRECTOR

Chris Anderson

REGULAR CONTRIBUTORS: Jonathan
Davies, Rich Pelley, Dave Golder, Tim
Norris, Tim Tucker, Jacque Spanton

LINO & SCANNING: Simon Chittenden,

Jon Moore, Chris Stocker,

Simon Windsor, Jason Titley

Mark Gover

COVERDISK COMPILED BY:

Grants Computing

AND A BIG 'HELLO' TO:

Everyone that knows me

EDITORIAL & ADVERTISING

Amiga Power,
Future Publishing Ltd,
30 Monmouth Street,
Bath BA1 2BW
Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS

Cary Court, Somerton, Somerset
TA11 6TB Tel 0458 74011

PRINTED IN THE UK

A member of the Audit Bureau of Circulations
Registered circulation

ABC

54,182

Jan - June 1993

AMIGA POWER comes to you from Future
Publishing, home of AMIGA POWER Obviously
© Future Publishing 1993

2 CONTENTS

These pages you're looking at now, funnily enough. They act as a sort of 'menu' for the feast of Amiga games treats awaiting you in the following pages.

4 TRUE STORIES

When it comes to the naked truth, there's no-one nakeder or truer than AP's resident newshounds. Each month they sniff out the hottest Amiga stories around and bring them back, tails a-wagging, in their mouths.

6 PREVIEWS

Registered fortune-tellers constantly scan the stars (and release schedules) so that we can bring you the most exclusive and most up-to-date Game Previews in the whole history of computer magazines. This issue: *Cool Spot* and *Battle Isle 2*.

8 REVIEWS

Of course, these are the bread-and-butter, the be-all and end-all, the whizzer-and-chips of AMIGA POWER. And we talk plenty about them elsewhere on this spread, so let's move straight on to...

11 SUBSCRIPTIONS

Get AMIGA POWER delivered direct to your door every month and save money! Save time! Save energy! And, in a special offer, get either *Desert Strike* or *Body Blows* ABSOLUTELY FREE!

12 COMPLETE CONTROL

That's what we like to call our tips section, and, boy, is it appropriate. Every month you (or your younger brother or sister) can enjoy four full pages of hints, tips, cheats and the like - PLUS detailed play-throughs of the games you want to play.

14 DO THE WRITE THING

The AP letters page - always a forum for the free and uninhibited exchange of facts, views, opinions and just plain old verbal abuse. This issue we've reprinted some of the best letters we've received over the past 12 months, just to give you a flavour of what you can expect in the future.

BUT THAT'S NOT ALL!

This is just a taste of what AP has to offer. A 'proper' issue would also contain:

● **THE BOTTOM LINE** - every game of the past year reviewed and rated. The essential Amiga games-buyer's guide.

● **FEATURES** - on every fascinating games-related topic under the sun.

And much, much, more - you'll have to go and buy a copy to find out!

WELCOME TO AMIGA POWER



Hi.

I know what you're thinking. You're thinking "What's this? What's gone wrong with my issue of Amiga Format?" But nothing's wrong. In fact, we, AMIGA POWER, have hijacked it for 16 pages, to show you just what you're missing if you only buy one Amiga magazine. You're missing the world's most dedicated Amiga games

GAMES! GAMES!

AMIGA POWER is all about games - we really couldn't care less about anything else. If we're not reviewing them, we're tipping them, looking forward to them or collecting them together into some sort of round-up feature. Every month our experienced team round up the latest releases and give them a jolly good going over - whether they're good or bad we think you should know. ANYWAY, that's why we've chosen these two particular examples for this special supplement edition - turn to the reviews section right now and find out which one is which!

AMIGA POWER POLICY OF TRUTH

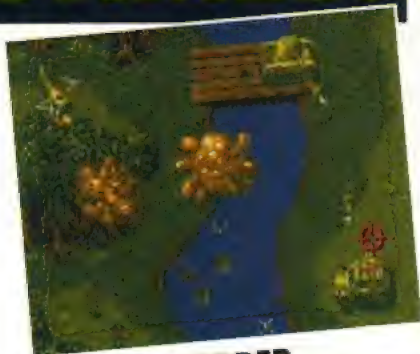
- We won't review unfinished games just to claim an exclusive.
- We don't pander to games publishers - we say what we really think.
- We only use experienced, professional reviewers.
- We won't bore you with mountains of technical-jargon-hardware tedium.
- We take games seriously, because you do too.

GA NER

magazine, the one with the first and most definitive reviews of all the games that matter for your machine. The one with the best and most game-packed coverdisks experienced by humanity today. The one that combines unrivalled knowledge of its subject with top-of-the-world writing that'll make you laugh, cry and fume by turns. The one that's the best. Get it.

— Stuart Campbell, Acting Editor

GAMES!



CANNON FODDER

'War has never been so much fun.' Or has it? Page 8



PRIME MOVER

The long-awaited motorbike racer. Hmmm. Page 10

GAMES REVIEWED THIS ISSUE

SPECIAL EDITION

FULL PRICE

Cannon Fodder8

Prime Mover10

Seeing as this is only supposed to be a sample issue of what **AMIGA POWER's** like, sadly we've only got room for two game reviews – *Cannon Fodder* and *Prime Mover*. It goes pretty much without saying, though, that every 'normal' issue is so packed with entertaining and informative game reviews that we sometimes have trouble fitting all the other stuff in. And it's not just full-pricers either – when it comes to coverage of budget and public domain titles, **AMIGA POWER** prides itself on being second-to-none.

WIN! WIN! WIN!

AMIGA POWER's competitions are something pretty special too.

Why, in the last few months we've given away a CD32, a pool table, three Karaoke machines, an all-expenses paid trip to Alton Towers, and a human skeleton.

So, who knows what sort of zany prizes you'll be able to win in the future...

They may just be 3.5-inch squares of plastic, but to us at **AMIGA POWER**, every single coverdisk we produce is a lovingly hand-crafted little bundle of fun. Here's just a selection of some of the high-powered game-and-demo treats that we've brought our readers this year.

disk

bonanza!

THE STORY SO FAR

YO! JOE!

Quite possibly the lushest Amiga platformer we've seen this year – and we gave away a full spooky haunted-house level (complete with two-player option) on the front of **AMIGA POWER 27**. Running, jumping and crawling will never be quite the same again.



STARDUST

This is actually a super-charged '90s version of *Asteroids* – all the way from Hungary – but when we saw the amazing 3D tunnel effect on the bonus levels, we knew we just had to get a coverdisk demo. And we did. These graphics really put the consoles to shame.

BLOB

This 3D puzzler from Core caught a lot of people (including us) by surprise when the finished product arrived unannounced on our desks. We moved heaven and earth to get you loads of levels and give you a taste of what its innovative gameplay is all about.



CANNON FODDER PLUS

The game that everyone's talking about – but only **AMIGA POWER** brought you four Interactive-Diary-Of-A-Game levels showing the development of the game AND a special big-prize Sensible Software quiz. Incredible.

DEFENDER

But it's not all glossy commercial demos round here – oh no. **AMIGA POWER** always keeps an eye out for the most playable of public domain games – classics like Blitz Basic's *Defender* (shown here) and, the mother of all arcade games, *Pong*.



TRUE STORIES

by The News Team

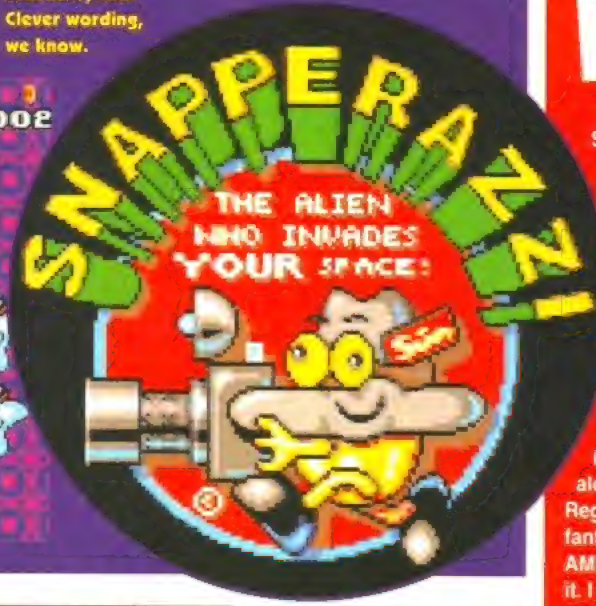
Wake up and smell the news! This is where we track down the hottest leads and vaguest rumours, and then turn them all into - TRUE STORIES!

OVER EXPOSURE!



Out soon from Alternative, *Snapperazzi* is a new platform-style title that, as far as we know, is the first Amiga game to feature three different instances of product placement. As you travel around seven worlds of page-three-girl photo opportunities, you'll also be enjoying ads for Fizzy Chewits, Domino's Pizza and, of course, The Sun newspaper, whose idea this whole thing was in the first place. The last we heard, the coders were pulling out all the f-stops to get it ready for Christmas, so you should be able to snap it up around then. AMIGA POWER says: Will it have an end-of-level Guardian? (Ho ho. - Ed)

It's a pun on 'Space Invaders', see? Clever wording, we know.



IS IT A RECORD?

Dateline: London. HMV Oxford St, already the world's largest record store, has just opened the world's largest computer and video games department. Boasting over 6,000 square feet of floor space, they reckon they'll be able to stock over 10,000 different titles, all in shiny high-tech futuristic surroundings with big TVs and stuff. In fact, when the AP team were there recently, we were quite shocked to find our game-playing exploits being broadcast on screens all over the shop, so don't say we didn't warn you, alright? Anyway, if you're tempted to pop in, it's on Oxford St (in London, obviously), just along from Oxford Circus and up a bit from Regent St. There's even a picture (oh, and a fantastic £1,000 compo) in the December issue of AMIGA POWER if you need any more help finding it. I mean, what do we look like, your mother?

AMIGA POWER SPECIAL EDITION



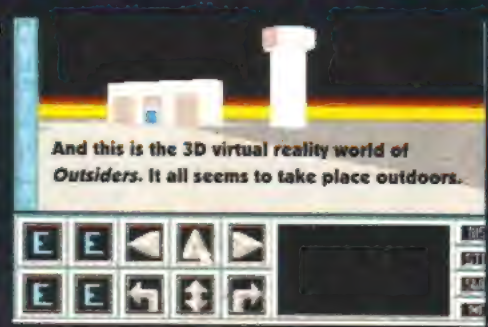
ALMOST LEGENDARY

Look up the phrase 'ex-demo coder' in the AMIGA POWER Dictionary Of Received Journo Clichés, and you'll find it defined as a "broadly meaningless term used to describe the author of any game that

scrolls at an acceptable speed". Still, cynicism aside, you can't deny that those wacky foreign assembler junkies have come up with some pretty impressive treats in the past, and it looks like we're headed for more!

Black Legend Software is a new label devoted to bringing you top games from all around the world. Already on their books is last month's lumpy coverdisk star, *Fatman*, (full game out soon) rapidly pursued by another cutesy platformer, *Fantabulous*, and some sort of Wild West game that we don't yet fully understand the idea of. It's called *Gunslingers*, anyway. Then, in December, we can all look forward to a very high-speed 3D adventure - provisionally entitled *Outsiders* - and a fully-animated *Flashback*-style arcade adventure, *Out Of Time*.

And this sounds like it's just the tip of the iceberg - the company claim that they've currently got over 500 programmers working for them, on over 100 different projects. Looks like 1994's going to be a good year all round then, eh?



AMIGA POWER

RECOMMENDS

Not sure what you'd like for Christmas? Hey, no problem – AMIGA POWER is here with our personal pick of the hottest releases from the last six months.



JULY Nippon Safes Inc (Kompakt)

In an odd move for point-and-click adventure games of that classic *Monkey Island* variety, in *Nippon Safes* you've got to manoeuvre not one, or two, but THREE characters through the bewildering and sprawling (but always spotlessly clean) streets of a modern Japanese city. None of these hapless adventurers are actually Japanese however, and neither are the programmers (who are all Italian, apparently) so it all ends up as a bit of a cross-cultural mish-mash. Fortunately, as cross-cultural mish-mashes go, this happens to be one of the Amiga's finest.



AUGUST Battle Isle '93 (Blue Byte)

While there are plenty of wargames knocking around, the list of user-friendly, playable, fast, two-player wargames could be very easily written on the back of a postage stamp, in crayon. And yes, the name of *Battle Isle '93* is crudely drawn in red wax, simply because it's the best, most user-friendly and all-round fablest wargame on the market. It's more of an update rather than a sequel to *Battle Isle*, and the pace is a tad pedestrian, but the new setting, playing areas, units and weapons will keep all you wargamers glued to your trusty Amigas through the winter.



SEPTEMBER Syndicate (EA)

Yikes! Like a bunch of small children in a sweet shop we just didn't know which one to choose from this month's batch. Would it be MicroProse's obscenely playable helicopter sim *Gunship 2000*, or would that fantastic platformer-with-attitude *Yo! Joe!* make the grade? Or perhaps the real-time wargame brilliance of Virgin's *Dune 2* would prove to be the deciding factor. But the pick of the bunch is Bullfrog's hideously amoral god game *Syndicate*. With strategy, taxes, research AND armoured cyborgs, there truly is something for everyone here. Buy the lot of 'em, that's our advice.



OCTOBER Soccer Kid (Krisalis)

Just to prove to you that we only spend vast amounts of time slugging off platform games simply because there's a seemingly endless string of crap ones, here we are devoting page space to a great one. He's a funny kid romping his way through levels set all around the world, but the twist here is that he's got a football. *Soccer Kid* can do a plethora of brilliant moves, and can use them against baddies to kill them in an extra special way. It just goes to show that you can do something different with platform games if you put a bit of thought and imagination into them.



NOVEMBER Micro Machines (Codemasters)

No, not those little toys that you can buy in the morning and then lose in the afternoon, but an excellent console conversion featuring the same easy-to-misplace model vehicles. It's an overhead racing game where the racers are less than an inch long. Thrill as you swerve around baked beans on the breakfast table, spill as you fail to make it across the ruler bridge and fall to your doom between school desks, and gasp in sheer amazement as you break free of the plughole whirlpool. For once, size really doesn't matter.



DECEMBER Cannon Fodder (Virgin)

It's got to be admitted that those Sensible boys are masters of the intuitive control system. I mean, all you have to do is pick up a joystick, and within two minutes, you've got to grips with the controls of *Sensi Soccer*. Now they've gone and done it again, with a tongue-in-cheek mouse-controlled wargame that puts the 'grin' back into 'grenade'. Bowl bad guys over with small-arms fire and gasp in despair as you accidentally blow up half your platoon for the twentieth time. When it comes to games, it seems Sensi can do no wrong.

NEXT MONTH!



Are you ready for *Mortal Kombat*? Full review next month!



And it's about time we had a proper look at *Skidmarks*, too.



We expect this guy's from *Terminator 2: The Arcade Game* – also debuting next issue! Wow.

The up-and-coming issue of AMIGA POWER will have full reviews of all the big games competing for that vital Christmas Number One position: *Mortal Kombat*, *Jurassic Park*, *Skidmarks*, *Stardust*, *Globdule*, *Terminator 2: The Arcade Game* – and more! As if that wasn't enough, it'll also have three (count 'em!) disks

packed so full of demos and top-class complete PD games that they'll probably explode or something. Anyway, it'll hit the shops on 9th December – miss it at your peril!





THE SHAPE OF THINGS TO COME

Something wicked this way comes. The coolest place to be is in AP's highly exclusive previews section.



Experience those combat sequences in full 3D effect!

BATTLE ISLE 2

Game: Battle Isle 2
Publisher: Kompart
Authors: Blue Byte
ETA: Mid 1994

Briefly: Life can sometimes be cruel to wargamers. It's a savage world out there, with cute platformers and fast action shoot-'em-ups leaping out from every corner, so to anyone interested in large-scale tank warfare, the boys from Blue Byte are heaven sent. Time after time, this team have sat in their Mulheim offices and produced battle sims that play extremely well in one- and two-player mode without making you plough through a twelve-billion-page manual.

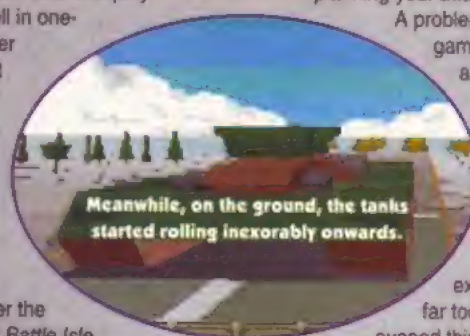
The creators speak: After the successes of *Battle Isle*, the mission disks, *Battle Isle '93* and the extremely popular *History Line 1914-1918*, it comes as no great surprise to find that there aren't any major changes to the basic game engine for *Battle Isle 2*. The map is made up of hexagonal units, and the action's still broken up into

move and attack phases, but pretty much everything else is bigger, better and generally flashier than before. One of the authors took me on a whirlwind tour.

"There are far more different units than before, each with their own strengths and weaknesses, but this time there's the additional problem of logistics to deal with. In war, the recurrent problem is that of getting enough supplies up to the front line, and by adding this element, you have to concentrate on planning your attack."

A problem of the *Battle Isle* games is that every time a unit goes into battle, they become more experienced and harder to defeat, until they're virtually guaranteed victory. "Although we felt this was a good idea, the experienced units were far too tough, so we've now evened this out."

"One of the main changes of the game is the terrain, and how it affects the



Meanwhile, on the ground, the tanks started rolling inexorably onwards.



We don't know what kind of plane this is, but it looks gorgeous.

game. We now have four height levels in the game, which makes the use of planes much more realistic. At the lowest flying level, planes can't fly over mountains and can come under light ground fire, but are at a prime height for ground attack. If they fly higher, then they can safely over fly most enemy units, but are susceptible to anti-aircraft missiles.

"Throughout the game, the seasons change from wet springs and autumns to dry summers and frozen winters. This means that lowlands are often too boggy for tracked units, but also that rivers and lakes are passable in winter when they're iced up."

The other main change is that the two-player mode is no longer on a split screen. By including radar and AWACS early warning planes, this means that you

have to find your enemy before you can engage them, which sounds

brilliant, adding another layer of realism to what is already an exceptionally detailed game.

Verdict so far: The lack of a split screen means that you're going to

have to play the game either on two computers linked together, or alternately on the same one, hiding your movements from your opponent, which is both time-consuming and a nuisance as it interrupts your thoughts. Hmm.

It's such a big game that it's probably going to be A1200 only, and even then will probably need be hard drive installable. It's a small price (Er, relatively. - Ed) to pay for what's set to be one of the best wargames ever.

● CAM WINSTANLEY

"Set to be one of the best wargames ever"



Sorry to keep going on about the 3D bits, but they do make quite a big difference.



It's a pretty standard *Battle Isle* map - only without all those nifty hexagons.

X
E

666200

COOL SPOT
100% 100%

COOL SPOT

THINGS TO COME



This background isn't finished yet. But it's clearly a bathroom of some kind.

COOL SPOT

Game:
Cool Spot
Publisher:
Virgin
Author:
John Twiddy
ETA:
Dec '93

Briefly: Never before has a small red dot gained so much press attention as this little guy. He started out life as the red blob on the side of a can of 7-Up, and was released on the Mega Drive in America as a tie-in character, but when it came to his UK debut there was some kind of horrid mix-up. Out went the fizzy drink tie-in, which left all



Hands up and spread your legs! You've been spotted!

the green bottles in the game with little or no reason to be there. Thankfully, no-one really noticed or cared, because everyone thought the UK Mega Drive game was quite splendid, super and lovely, and went out to buy it in droves.

Since Virgin aren't silly, they've decided to release an Amiga version of this console smash hit in time for Christmas. Who says capitalism is a bad thing, huh?

The creators speak: John Twiddy of Jaguar Software Consultants is working night and day on the Amiga conversion and told me that the Amiga *Cool Spot* is going to be virtually identical to the Mega Drive original, so I suppose I'd better explain what that one's like.

In one of those illogical chains of events that frequently happens in platform games, all of *Cool Spot*'s friends have been kidnapped and

incarcerated in floating metal cages. The way to bust them out is to dash around collecting small, not-at-all-cool spots, which somehow allow him to open the cages. The problem is that Spot's only about an inch and a half tall, so it's a bad and quite literally big world out there.

As he battles his way across beaches and bathrooms, behind skirting boards and through people's bedrooms, he comes into conflict with untold masses of cute and lovable bad guys. Being a cast-off of a soft drink, he's got astonishing carbonated powers, which enable him to fire off bolts of, err, fizz. These fearsome CO₂ blasts allow him to blast his way to freedom for himself and his buddies. Yeah!

The most impressive thing about the original is the number of animation frames for the central character, who leaps, struts, swings, yawns and yo-yos his way through the game in a non-stop blur of amusing ways. "All the animations that were in the

original are going to be in this version," said John.

"Although the game's going to look the same, I hope that I've improved it on all playability aspects. The sound's going to be the same as well."

Verdict so far: I've played a couple of levels of the Amiga version, which seem to back up what John told me. As you can see from the

screenshots there's still quite a bit of work to be done on the backgrounds, but even now it's a very visually impressive game to play. The thing is, does the Amiga-owning public want another platformer? It seems to me that although they're the core of the console market,

computer owners are more discerning and favour more in-depth games. I've no doubt that *Cool Spot* will be a hit, but I'm not convinced that it'll be the smash that it was on the console market.

● CAM WINSTANLEY

"I've improved it on all playability aspects"



Oh, don't cry, Cool Spot - it doesn't matter that you haven't any eyes when you remove your sunglasses.

You could enjoy the shade underneath this deckchair - if it wasn't for all the hermit crabs.



There are some advantages to being this small - you can sympathise with the people in *Land Of The Giants*, say.

Hey Cool Spot, you're so flexible - you must work out nearly every day.

"Hey babe, this is just one of my many talents."



Another of those mysterious bottles that litter the beach. Have the game designers never seen those 'seaside safety' films?



AMIGA POWER SPECIAL EDITION



FODDER

The game of the year? War, it seems, has never been so much fun.



This year, the Sensible boys won't be getting that Nobel prize.

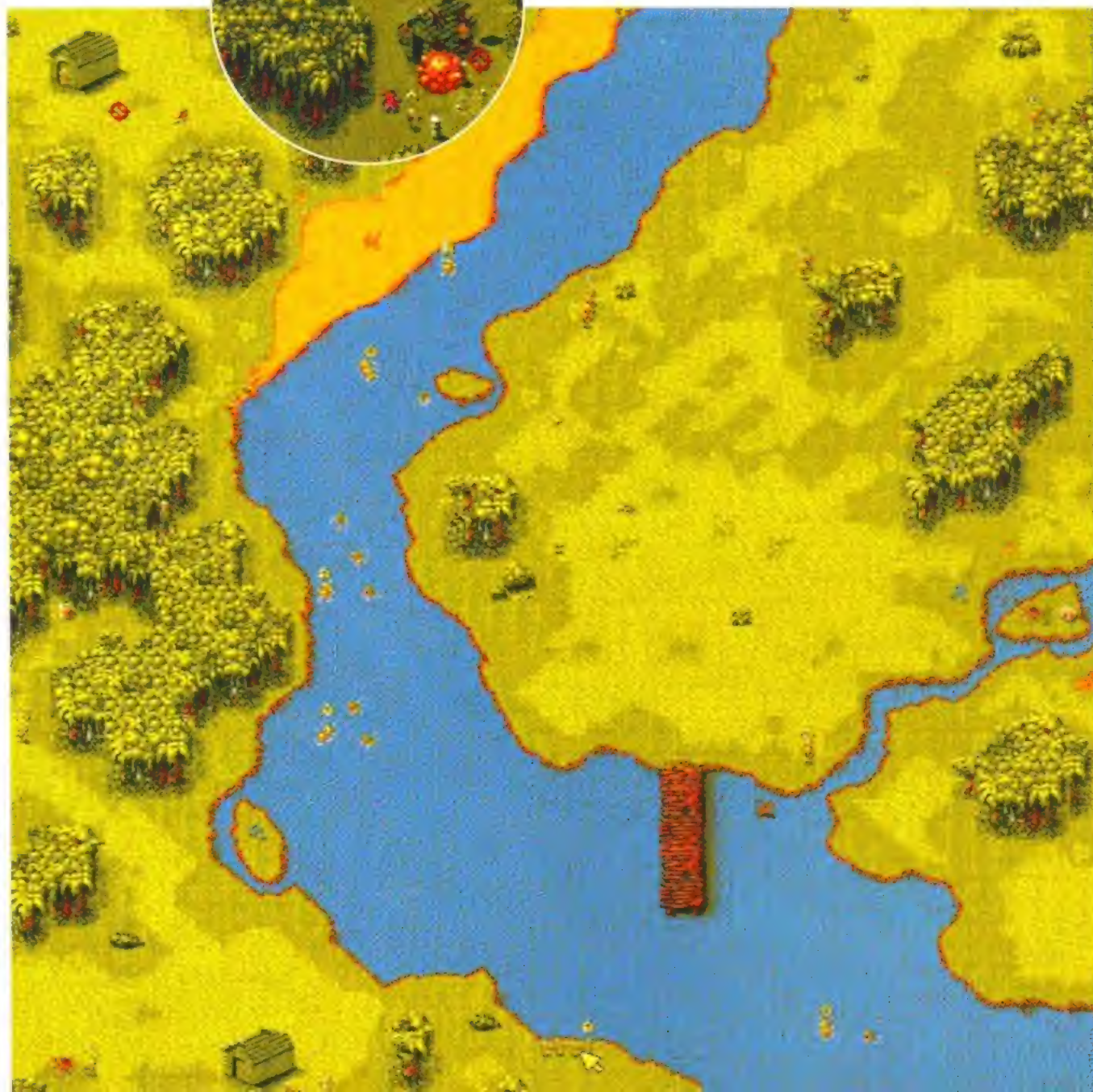
Publisher: Virgin
Authors: Sensible
Price: £29.99
Release: November

Having to write pages of reviews every month, I'm always on the look out for some concise and snappy quotes to put around the page (*Known as 'Call Outs', technical term fans.* – Ed) but this time those Sensible boys have done my job for me.

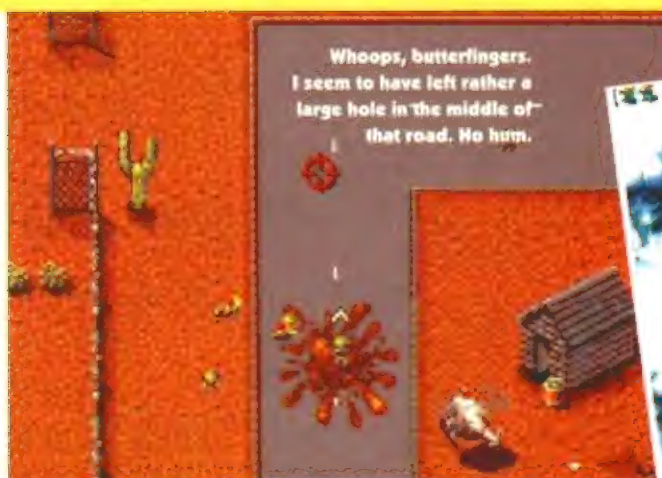
"War has never been so much fun," they tell me, in a groovetastic song that starts off the game, drums the message home and sets the tongue-in-cheek, boot-in-mouth tone of the game brilliantly.

So, boring game details next. The game is made up of 23 missions which are spread over 72 different maps. There are five different terrains – Jungle, Desert, Arctic, Heathland and Underground Base, and although they're fairly well mixed up, there's a definite weighting towards jungle levels at the beginning and underground levels at the end.

So why buy it? Well, for a start it's massively simple to get into. You start off the game with a squad of men, and at the end of every mission, you get a further 15 recruits, which initially seems a tad excessive. However, by the time you get to Mission Six and your boys are being slaughtered like cattle, you start to realise why you get so many troops. Every time a



Modern warfare is hell, especially when you can't swim and shoot at the same time. With rockets coming in from all directions, don't expect many of your boys to be home for tea.



soldier survives a mission, he's promoted, and his accuracy, range and rate of fire is increased. You get quite attached to anyone who survives more than a couple of levels, but since everyone in the game has an equally tenuous grip on life, there's inevitably a horrible moment when a rocket with his name on it comes whooshing in and he gets his.

You control your boys with the mouse, and click on the left button to move, the right to fire and both to throw a grenade or fire a rocket, depending on what you've selected. The scrolling system works so intuitively that most of the time you're not even aware of it.

Still not convinced yet? Well, the missions involve lots and lots of killing, with the occasional spot of hostage rescue thrown in before masses more killing. Complete carnage doesn't impress you? How about four channels of sound that completely immerse you in each world? What do I mean? Well, if you come out of the jungle (squawks, rustling, etc) and get to a river (running water) but hear distant rotors (whump, whump, whump), then you know there's a helicopter near, and that it's time to hide. Muted gunfire tells you that enemy soldiers can see you and are heading your way, and the flop-sweat fear of hearing a rumbling tank engine has to

be experienced to be fully understood.

Thinking that it sounds like 72 maps of pretty much the same thing? Wrong! Although you start off the game with a fairly simple run-around-and-shoot-everything approach, you quickly cotton onto the fact that this tactic only works for the first few levels, and that a bit more finesse is required for later levels. By the time you get to Mission Seven, many of the levels are puzzles in the *Lemmings* mould, and successfully completing the level depends as much on you planning ahead as it does on your reactions. How exactly do you get past the helicopter, evade the gun turrets, blow up the bunkers and then blast down the stockade wall so that a civilian can escape to his house? Well, take it from me, it's hugely difficult and involves a tank.

Yes, tanks! And skidoos and jeeps and helicopters firing heat-seeking missiles. Whatever fearsome vehicles the bad guys have got, then at some point in the game you get to drive them as well and whenever you find a ramp, then rest assured there's lots of 'Dukes Of Hazzard' tomfoolery to be had.

To cap it all there are civilians too. There are cute little eskimos in the arctic, natives in the jungle and even moseying gunslingers



Alone in the arctic, our heroes suddenly started feeling nervous.

in the desert, but you never know how they're going to react to you.

You want to know more before you buy this game?

Blimey, how much? Okay, how

about hyper-intelligent baddies in helicopters who'll trash you in the open, but can be evaded by hiding in the treeline or holes? How about a completely interactive terrain, so your troops bounce over every bump, slide across every ice floe, fall down every cliff and even sink in the swamps? It's another incredible game feature, since you can blow down fences with grenades and destroy huts with explosives, but you've got to look out for bits of debris as they fly off in all directions. You've also got to keep a look out for suspicious lumps in the ground as many of the levels are littered with lethal booby traps of all descriptions.

And you want blood? Good, 'cos *Cannon Fodder's* got masses of it, with

each little guy blowing apart in a hail of gunfire, or lying around moaning and squiring after a spring-loaded spear has shot out of the ground and impaled him. And then there's the... Oh, just go and buy the flipping thing.

● CAM WINSTANLEY

UPPERS
Everything.

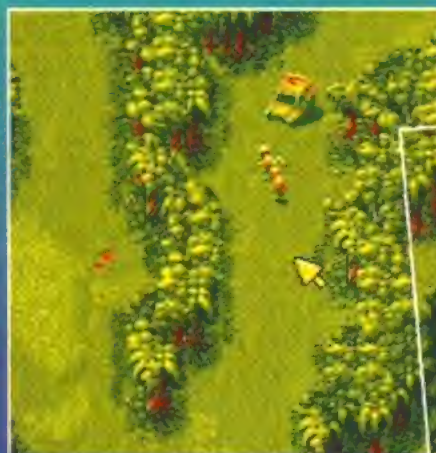
DOWNERS
Nothing.

THE BOTTOM LINE
Buy it. **94** PERCENT

THE BOTTOM LINE
A1200 Buy it for your A1200.



I LIKE DRIVING IN MY CAR



It's a jungle out there, as your lads head towards their groovy 4x4 turbo diesel Landcruiser. Not bad!



Left: You need the (hopefully) soft suspension of the jeep because jumping down this cliff just produces dead soldiers. Let's hope driving down doesn't have the same effect, huh?

Right: Hoorah, it works! Now all you've got to do is drop the guy with the bazooka and blast open the concrete bunker.



Game: Prime Mover
Publisher: Psygnosis
Authors: In house
Price: £25.99
Release: Out now.
 No, really.

What is it about racing games? After issue 30's fantastic violation of the laws of time in *F17* Challenge, Psygnosis have picked up the gauntlet of ridiculousness and come up with something even more astounding – the amazing moving mountain. In *Prime Mover*'s Japanese racetrack, the hilariously-named 'Nontendo' course, most of the scenery is dominated by a huge snow-capped mountain, looking not at all unlike the legendary Mount Fuji which appears in most Japanese racing-track games. As you crest the long hill coming up to the start/finish line, this imposing peak lies dead in your centre of vision, providing a strangely stirring backdrop to the action. Until your second lap, that is, when you notice with puzzlement that, as you climb towards the line, Mount Fuji (or, as it's probably actually called in the game, 'Mount Fudgy' or something equally side-splitting) has curiously and almost imperceptibly shifted a couple of screen inches to the right, leaving it halfway to the edge of the screen. Do another lap, and you'll probably be only partly surprised to discover that several million tons of earth and rock has somehow disappeared from view altogether. Oh dear.

Sadly, that's not the worst flaw in *Prime Mover*, only the funniest one. For a game that's been about two years in development, there's a stunning lack of almost anything at all in it. It looks like something from 1988 (*Super Hang-On*, which was more or less the Amiga's first motorbike racer, leaves this a mile behind graphically), there aren't any new or exciting features of any kind, the control is rudimentary skidding around, the sound is the usual drone combined with tuneless music, and the now-ubiquitous weather effects are simply a poor imitation of the ones everybody and their dog's already done. You rarely see any opponents after the start, there isn't any indication of where they actually are on the track map, when you smash into a roadside barrier at 140mph and suddenly drop to 50, you don't actually, visually, appear to be going any slower at all, the roadside scenery is the same all the way round most of the courses so there's no way of really learning the track layouts, which is the only way of getting round without hitting things (the incredible shifting scenery hardly helps), and... I could go on, but you'd only get depressed.

The Amiga motorbike-racing game market has long been dominated by two



...and now you, er, don't. Oh dear oh dear oh dear.

I CAN MOVE, MOVE, MOVE ANY MOUNTAIN



PRIME MOVER

truly excellent titles. *Super Hang-On* is lovely-looking, arcade-fast and intensely exciting (and eight quid), while *No Second Prize* is beautiful in a different kind of way, equally speedy and thrillingly realistic. *Prime Mover* isn't fit to wax either of their leathers.

● STUART CAMPBELL

This Prime Suspect won't get any awards.



"I could go on, but you'd only get depressed"



UPPERS It's another motorbike game. And at least you can buy it now and see how rubbish it is. Oh, I give up, that's all the good points there are.

DOWNERS Where are the opponents? Where's Mount Fuji gone? Why did it take so long? Oh, what's the point?

THE BOTTOM LINE

A dismal effort, which doesn't seem to have advanced in any meaningful way on what it was like two years ago. So far behind the current state-of-the-art in the genre that it's just plain embarrassing, and a complete waste of time and money for all concerned.

22

THE BOTTOM LINE

Get the picture? I said "a complete waste of time and money for all concerned". Like running it on the A1200's going to make it any better...

SUBSCRIBE TO

11

AMIGA POWER

...AND
RECEIVE
ONE OF

THESE FANTASTIC GAMES -
ABSOLUTELY FREE OF CHARGE!

SPECIAL OFFER
FOR READERS OF
AMIGA
FORMAT

NEW



DESERT STRIKE

AP RATED 92%

It was a hit on the SNES and the Mega Drive, and now it's even better on the Amiga. It's got the best graphics, the best sound, the best explosions and a devastating arsenal of weapons to help you complete the wide range of missions. If ever a shoot-'em-up deserved the accolade 'instant classic', it's this one.



BODY BLOWS

AP RATED 89%

The best Amiga beat-'em-up of all time, with the hottest kicking, punching and fighting action around. You get three disks, eleven characters, seven locations and as many special moves as you can handle. Show this to your puny console-owning friends and they just won't know what's hit them. Trust us. You'll love it.

JUST LOOK AT ALL THE BENEFITS YOU GET WHEN YOU SUBSCRIBE!

- You save time ● You save money ● You guarantee your copy
- You get it delivered ● You get one of these fantastic games free!

RETURN THE COUPON (BELOW) OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Please enter my subscription to **AMIGA POWER**

Indicate as appropriate

Please send me ☐ **DESERT STRIKE** ☐ **BODY BLOWS**

☐ **UK £39.95** ☐ **EUROPE £67.80** ☐ **REST OF THE WORLD £96.85**

NB: So that you receive your magazines quickly and undamaged, overseas subs are sent Air Mail. EEC customers registered for VAT, please quote your VAT registration number.

METHOD OF PAYMENT please indicate

☐ ☐ **CHEQUES** payable to Future Publishing Ltd

card no

expires

Signature

Name

Address

Post Code

Telephone No

Please tick here if you do not wish to receive direct mail from other companies ☐

Enclose this coupon (together with your cheque if applicable) in an envelope to:

AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR

THIS COUPON IS VALID UNTIL 31 JANUARY 1994

AMP/AMF/C193

USELESS?

Then you need...

THE LAST RESORT

with Rich Pelley



In which AP's all-knowing, all-seeing, all-singing (all-dancing!) Richard Pelley shares his massive wisdom and helps you out with your game-related problems.

Hi chums! Rich here, with the answers to all the questions you've been sending in – apart from a few of the more personal ones, obviously. And if you have a query about an Amiga game then please send a covering note to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Your statutory rights are not affected. And now – ON WITH THE TIPS!

ANOTHER WORLD

Q "My request is a simple and banal one. Please could you give me all the level codes. I'd be very grateful."
Simon McCarthy, Suffolk

A From the stream of Last Resort questions received each month that could have been avoided by a glance

through a back issue, I am led to assume that once read, people either lock their issues of AMIGA POWER in a vacuum to preserve their beauty for ever more, or they are plain too lazy to look through their collection. Either way, it's time for those *Another World* codes. Try EDJI, HICI, FLLD, LIBC, CCAL, EDIL, FADK, KCIJ, ICAH, FIEL, LALD and LFEK for size.

CURSE OF ENCHANTIA

Q "What must I do after I have got out of the well?"
Allan Andu, Holland

A By wearing the mask when you climb into the bucket (created by attaching the mud to the seaweed and the mud and seaweed to the twigs), the

CASES CLOSED

Of course, from time to time, there are conundrums that even the mighty games-playing brain of Rich Pelley cannot solve. In which case he asks you, the readers – and this is how you reply...

F/A INTERCEPTOR

Q Ben Cassie of Cornwall was having more than his fair share of problems rescuing the pilot and launching the pod.

A "Fly as low and slow as possible towards the drowning pilot. You should be aim to drop the pod (Shift and F) just before passing over the pilot by paying close attention to your rudder and external camera views (especially the satellite). By the way, does anybody know how to destroy the carrier sub? I've been trying for five years, having even landed on it before trying to blast it to smithereens. Any suggestions?"
Matt Bainton, Bristol

BLACK CRYPT

Q You probably didn't think that it was possible to hog The Last Resort in any way, but fans may remember that 13.741598 percent of issue 30's juicy pages concerned a rather hefty chunk of

questions from Jonas Lindolmer of Sweden. And, unbelievably, someone was actually daft enough to reply. (I seem to remember some talk of prizes, so I'll see what we can do.)

A "(a) The Soultaker: To destroy the Soultaker you must have located all three crowns. (Cue sound of Jonas' jaw hitting the floor.) Don't worry – it's far more a matter of time than anything else. Put them on the skulls and the blocked passage will open. Go in and explore the area with haste where you will be confronted by the Soultaker.

(b) Medusa: She can only be killed with the mirror shield. Three mirror keys must be located in total. To her southeast is a door; go into the passageway as fast as you can and a wall will vanish. (Repeat if this doesn't work first time.) This leads to a new area which in turn leads to a key. You'll have to scan the walls for the switch to disable the teleporter to reach it.

(c) Ramdemons: Go down the hole. Run your eyes over the walls for a switch. One of the pillars will move, and you will get to use your 'O' key. Always use the Wizard Sight spell for auto-mapping and to reveal secret doors on the map.

The Blackjack armour? That, as you probably expected, is just armour."
Angus Brown, Aberdeen

CADAVER

Q (a) How do you...? (b) What does...? and (c) Where do you...? enquired Michael Hall of Clywd.

A "(a)... pass the two flares? Drop two sacks in front of the flares, then jump on the sacks. Place dipsticks in front of the sack to stop the flares and use the potion to get down and up again.

(b)...the lever in the room where you blow up the barrel do? Pull the lever for the blue casket (you should now have three). Insert a holy symbol in each

casket, put the caskets into a strong box, pull the lever and collect the spell.

(c)...use the friendly slime? It collects otherwise unreachable coins and pushes objects out from under ledges."
David Evans, Bridgewater

CHUCK ROCK 2

Q Alex Collier of Maidstone had ground to a rocky halt trying to overcome Brick Jagger.

A "When Brick appears, run to the left. He will stop above you, then run right and he will come down. Hit him and repeat the process until he dies."
Daniel Jones, Banbury

THUNDERHAWK

Q The first mission of the Alaska campaign of *Thunderhawk* was getting on Ben Vowles of Bristol's goat.

A "Destroy the forces attacking Ice Station Omega (there's no need to destroy the buildings), then go northeast to catch a convoy of trucks making off with the biologicals. Destroy these and return to HQ. It's best to take a radar jamming pod for this mission as attacking aircraft can really shorten your day."
Michael S Hoffs, Glasgow



monster at the top of the well will try to kiss you, but jump down in disgust when the mask falls. Don't forget the gem behind the rock before heading off.

Q "But having talked to Ultar to gain entry through Weregate, how do you pass the cave section? I have entered the second cavern, but what are the skull combinations?"

Stuart Freeston, Bilston

A Look at them both, then pull the right one. Simple.

HUNTER

Q "On the Mission I can find the first man, and then get to the old man but he does not elicit any information. Can you help? I have also found every vehicle, with the exception of the hovercraft. Do you have any coordinates?"

Si Quinn, Bolton

A Bribery is the answer to your first query. Hand over money to the old man and continue doing so until he refuses more. TALK to him and he will reveal the whereabouts of the second man. And the hovercraft? A rough map that I once scrawled down reminds me that it's on the main island, sort of in the centre but over to the left a bit. There appear to be plenty of cars, vans and even

the odd bike or two on the island, so go get one of those and scout around.

FIRST SAMURAI

Q "How do you kill the big baddy on Level Four? I have played through the level so many times I could do it with my eyes closed, but every time I reach the end I die."

Gareth Bright, Oldham

A I can sympathise with you here because once upon a time, I found myself in a similarly sticky situation. As with end-of-level-bosses throughout the globe it is a question of formulating then perfecting a certain strategy of attack. Mine was to stand towards the left of the screen, face left and let loose with a continuous stream of flying slashes which the robot should periodically walk into. It should be clear if he is going to hit you – in which case you can edge back; if you reach the edge of the screen then you can fire a dagger, leap over him as he blocks it and continue from the other side.

GOBLINS 2

Q "Frustration has reached mouth-foaming proportions and sanity is at risk! (Wahey. These Goblins players are an excitable bunch. – Ed) How the blazes do you get the egg from the chicken on the Giant screen?"

I have tried strangling it, stoning it to death, even setting it alight. I did actually get the egg once before, but I haven't the faintest idea how."

Peter Marsh, Nottingham

A So let's just re-cap – to make sure you haven't missed anything. You've tried strangling it, stoning it and setting it on fire. But have you tried hitting it with a sausage? It's worth a thought.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I have followed your solution to the graphic adventure but have ground to something of a halt. Near the end we are instructed to find a crescent-shaped gear, the bronze-spoked wheel, the machine part and a bronze gear. I can find the first three, but where is the last? Nowhere in the entire solution is this information given."

David Washer, Wembley

A Wanna bet? Open issue 24, turn to page 80, and locate the first 'I' of the heading. Scan left a fraction and, in arguably small but perfectly legible writing you should see the words 'Bronze gear' and an arrow pointing to the relevant room. (It's near the machine room in the outer ring). Mine, I think, is a pint of Pepsi and some dry-roasted peanuts.

HOOK

Q "How do you get the Pirate's uniform? I've tried pinching it from Mrs Smeedles' washing line with the pole."

Sirish Parekh, Preston

A I trust you already own the hat. Knock on Mrs Smeedles' wash-room door but – and this is the trick – swing back on the rope before she opens it. Go back all the way round to round about where the game started and you should be able to snatch the jacket with the pole. If you were already doing this, you just need to do it faster!

Q "I have no money to purchase a magnet to get Dr Chop's clock."

Kerem Cetindamar, Leicester

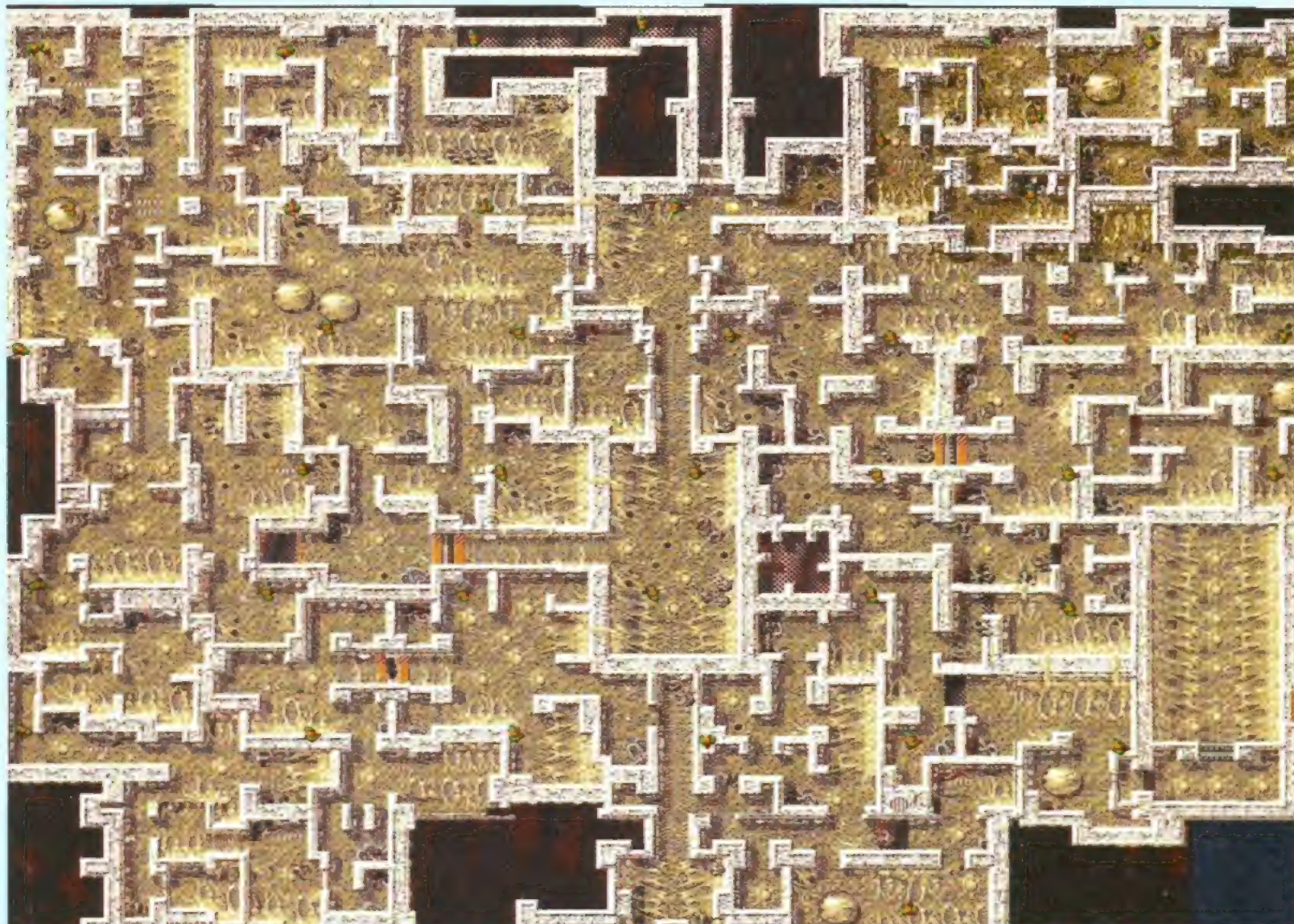
A Try to pick up the pots next to the portcullis on Hook's ship and you will find some gold. This should secure you the magnet from the Pirate tailors that you have been dreaming of.

ALIEN BREED '92

Q "Is there a map of Deck 12? I'd like to try and finish this one off before going out and getting *Alien Breed 2*."

Ellen Ripley, Florina 146

A Hmm. Tricky one. Oh, hang on a minute – will this do?



DO THE

write

THING

In the AMIGA POWER letters page, a year is a very long time. Exactly 365 days, 52 weeks or 12 months, to be precise. Anyway, here's a brief selection of some of the post we received during 1993 – just to give you some idea of what to expect when you go out and buy the magazine for real.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

Issue 22 Feb '93 'SHAMANISTIC LEMMINGS'

Dear AMIGA POWER,
I like Shamanistic lemmings, me.
Me, I like Shamanistic lemmings.
I always say it boosts a lemming's
credibility no end if he adds a few
Shamanistic tendencies to his personality.
The more the better in most cases.
But I digress. I like Shamanistic lemmings.
Me, I like Shamanistic lemmings.
Yours sincerely, 12 Rainbow Trout

Thanks for sharing that one with us, '12'.
Seriously, the next person who sends any
form of poem to 'Do The Write Thing' gets
shot. We are not kidding.

Issue 23 March '93 'NOT A VERY PRETTY BUNCH'

Men of AMIGA POWER,
Don't any of you fancy Lisa Kellett? Go on,

admit it, she's a babe. Even though you're
not a very pretty bunch (in fact, you're all
damn ugly) you should still ask her out. If
she's still not taken then you lot are a sad
bunch (apart from Stuart Campbell 'cos
he's cool).

I'm yours forever, Lisa
Andrew, Germany

*This is just one of the many letters we get
every month singing the praises of AP's
lovely Art Assistant, and, coincidentally,
insulting the rest of us. Sadly, the only pic
in this supplement is of 'cool' Stuart
Campbell (page 2, fact fans), so you'll
have to go and buy the proper magazine
to check out the rest of the team in all their
photogenic glory. Have fun now.*

Issue 25 May '93 'I WISH TO PARTICIPATE'

To: AMIGA POWER,
I have seen your magazine and I wish to

participate in it. May I have your terms,
please?

Your friend,
Hameed Yousef Mhameed, Kuwait

*Our terms, eh? Well, a couple of bunches
of daffs and a Playpeople annual from
1976 should do it.*

Issue 26 June '93 'BEING A PSYCHIATRIST'

To all at AMIGA POWER,
Whilst I'm probably one of the most aged
readers of your periodical, a young at
heart 53, I can't help but find this computer
games lark just so jolly enjoyable. I've also
found that it helps many of my patients.
Being a psychiatrist, I've recently noticed
how playing computer games reduces
tension and allows patients an outlet for
their anger and frustration.

Greg, before his tragic and
unfortunate death, found computer games

as a new way of taking his anger out on
something, instead of his former way of
venting his anger on himself. I truly believe
that if the power cut hadn't taken place, he
would still be alive today.

So, to conclude, I certainly believe
that computer games are a good,
entertaining way of recovering from mental
illness, and that parents should be
encouraged to support their children's
gameplaying enjoyment.

Yours, Dr S Buscemi, Croydon

Yeah. What he said.

'A FREE POSTER OF WINONA RYDER'

Dear AMIGA POWER,
I don't like coverdisks. How about a free
poster of Winona Ryder instead?
Yours, Dave, Herts

We're trying, Dave. Nnnngggghhh.

Issue 27 July '93 'PROFESSOR OF OBSTETRICS'

Did you know that the Professor of
Obstetrics and Gynaecology at Kings
College Hospital, London is called
Stuart Campbell?

Simon de Rivaz, Cheltenham

No, but if you hum it, we'll – no, that's
not right.

Issue 28 Aug '93 'OTHER PEOPLE MAY HAVE CONSIDERED COINCIDENCES'

I've worked it out – I know the solution to
life, the universe and everything! Or, to be
more specific, I know what's happening to
the AP team. Every time I open up the
new issue of AP, I turn to 'Just Who Do
We Think We Are?' to be greeted by a
myriad of new faces. What's happening to
the AP team? Just when I get used to one
reviewer's style, they're off. Where are
they all going? I refuse to believe that they
all moved to different magazines. No,
[DRAMATIC PAUSE] I know what's
happening to them – I've connected a
number of things which other people may
have considered coincidences to arrive at
the obvious conclusion. Firstly, who is the
only member of the team (apart from good
old Jonathan Davies, who doesn't count)
that has been with the mag since the
beginning? Secondly, why does said
person nearly always appear in dark
glasses with a fan hiding his face? Why is
this person apparently so good at games?

ELOCUTION LESSONS

winner

Issue 21 Jan '93

'WE CAN HANDLE A FEW MORE RUDIES'

Dear Persons at that great magazine called AMIGA
POWER,

Crap, crap, crap, crap, crap, crap, crap, crap,
crap, crap, crap, crap, crap (Snip! – Ed), crap, crap,
CRAP! Is this the only naughty word you're allowed to
print (apart from "@!#!" which I don't understand)? Your
reader poll discovered that 79% of your readers are 15 and
over – I think we can handle a few more rudies.

As the great Ben Elton once said, "TV is built on the
superstition that only a three-year old with a sponge for a
brain is watching." I sometimes wonder if this magazine is
like that, frightened to print a word like (We can't print this
word. – Ed) just in case a three-year old will read it and
copy you.

The frequency of the word "crap" is phenomenal. For
example, in the Downers section of Issue 19's Pool review,
Stuart says, "maybe it's just me being crap." This could
have been replaced with "maybe it's just me being crap
(We can't print this word. – Ed)" to much better effect. If
the word (We can't print this word. – Ed) upsets that
miserable (We can't print this word. – Ed) Editor of yours,
you could edit key letters like the 'i' in (We can't print this
word. – Ed). You could refer to the controls of Kick Off as
"The controls are an absolute (We can't print this word. –
Ed), but they're a piece of (We can't print this word. – Ed)
when you get used to them."

For that very nice letter, can I please have a copy of
Civilization for my Amiga?

Yours (We can't print this word. – Ed)ngly,
Dale Bird, Cannock

(We can't print this word. — Ed) off. But seriously, Dale,
it's a funny old world. You can put Die Hard on the telly, no
problem, with hundreds and hundreds of people being
horribly killed, shot in the knees and oozing blood
everywhere, but every time Bruce Willis says "(We can't
print this word. — Ed)", it has to get dubbed out so he
looks like a goldfish, or replaced with "Flip", or something
equally ridiculous. Of course, swearing for its own sake
isn't big or hard or clever. But, personally, I don't think
there's any such thing as 'bad' language (except in the
sense of having a crap command of English), only
language with different levels of expressiveness. How can
a word ever possibly be offensive in its own right? It's a
word, for God's sake! (Actually, better be careful, the 'G'
word's a bit borderline as well). That said, the 'Moral'
Majority (in fact a very small minority with ears in high
places) exert a powerful hold on this country, to the extent
that a magazine can be removed from shelves for printing
the most ridiculously wet of phrases – our erstwhile sister
magazine Your Sinclair was once stopped from using a
covermounted door hanger bearing the words "Bog Off"
(oh no, we're in trouble now!), on the grounds that WH
Smith, purveyors of the printed word to a nation, refused
to stock the magazine if it went ahead with it. We ourselves
can't even use the word 'sod' (taking our careers in our
hands here), because, seemingly, it's actually short for (It
is, and we can't print this word. – Ed). It's a sick and
disgusting state of affairs, but there's not really much we
can do about it. If it'll make you feel better, though, feel
free to ring us up every month and we'll tell you down the
phone which words we really wanted to say every time we
actually used 'crap'. Okay?



DO THE write THING

Yes, Stuart Campbell is a VAMPIRE! He's devoured the old AP team members – look out Cam, Steve etc! I reckon the only reason JD hasn't been noshed is because he doesn't taste very nice.
I will not obey authority!
The Scarlet Helmet, Derbyshire

Oh God, it's going to be one of those days, isn't it? – Stu.

Issue 29 Sep '93 'THROBBING LOVE GUSSETS'

Congratulations on the new addition to the Power Family – The Secret Garden. (Which is what our Reader Ads page is called, for no very good reason we can currently remember. – Ed) Particular congrats are due for the decision not to include a lonely hearts column. It's a well-known fact that computers are of far more interest to males than females, although it still baffles me why. A lonely hearts column only serves to raise the hopes of those sad, sad individuals who have neither the right nor the confidence to walk upon this grey and unpleasant land. Do these people not realise that my stomach is strongly offended with every mention of throbbing love gussets that seem packed into the classified pages of every publication? Anyway, you haven't included such a section, so I'll get off my soapbox and on to the point of my letter.

What ever happened to the great articles that first enticed me to buy POWER back in those Matt Bielby golden

days? You should make a lot more of the good ideas you have – for example, the Right Profile in the July issue. Great! I'd like to hear about the views Jon Hare has with regard to the software industry, or even his views on nothing in particular, but lay it on thick! The same applies for beefing up Diary Of A Game – you could drop the coverdisk, as far as I'm concerned, but give me something substantial to read.

I remember in my infancy as a gamer picking up Your Sinclair. It always had something worth reading, even if the feature had bugged all to do with computer games. One month I saw an article about the magazine staff having a paintball match with a local police team, just when paintball was new to the country – come to think of it, I think your very own Jonathan Davies was involved. Regular readers know who you are, I think you could do articles about what you get up to as a team.

I'm probably in the minority with my views, and I understand you have to cater for the larger part of your market, but I hope you'll consider these views in future months. I'll continue to buy POWER because it offers an unrivalled reviews, tips and previews service better than anyone else in the whole world. It's still the best mag in the world of computerdom.

Thanks for letting me sound off!
Yours faithfully, Phil Helme, Bolton

You've kind of answered your own question at the end there, Phil. I used to love those ridiculous old YS articles too, but from the rest of the mail we get it seems as if most readers think we're quite self-indulgent enough already, thanks. I think maybe those happy, innocent, carefree days are gone forever.

'IN ADDITION TO SOME OTHER PEOPLE'S'

I am 25 and have all my own, in addition to some other people's, teeth.

Randolph X, Edinburgh

beating. Yet there was none of the violence which is so common in today's schools.

All we hear from today's youngsters is that there's nothing to do. Put them to work, that's what I say. I fought in the war for today's youth; well, the Cold War anyway. Once I had a snowball fight with a Russian exchange student – I would've won if he hadn't hidden behind a wall.

The reason I'm telling you all this is to introduce a new argument into the 'causes of violence' debate. Computer games, television and films are not to blame – it's the idiot politicians who keep prattling on about 'Victorian values'. Every night some politician is on the news wittering on about subjects they know nothing about. Your reaction? "I'd love to smack his face in," and there we have it – violent thought. There is a direct correlation between the increase in viewing time given to politicians and the increase in violence.

Ian Ritch, Dundee, Aged 24, single, unemployed, hacked off, and making a vain attempt to double the AP mailbag

PS: You still owe me a prize from several months ago. It's not fair, but that's life. Speaking of which, I have a turnip whose shape you wouldn't believe.

Ian – it's in the post, okay? Just leave us alone, please.

PSYCHIATRIC HELP winner

Issue 28 Aug '93 'HUGELY EROTIC'

Re: Cute Games.
Please tell me which institute you let your Staff Writer Cam Winstanley out of, and don't you think the authorities will find out where he is after his recent articles in your magazine? I find both articles biased and twisted – it's painfully obvious that Mark only likes one type of game and is

unwilling to give any other type of genre a chance. It's like giving a film reviewer who loves horror films Sommersby to write about.

Another thing that I did find strange and rather annoying was the fact that I found Mark Winstanley in a bunny rabbit suit hugely erotic. Please advise me.

**Yours forever,
James L Carter, Crawley**
PS Any chance of Linda in the bunny suit?

Nurse!

Issue 30 Oct '93 'A LARGER-THAN-LIFE PSYCHOPATH'

I'd just like to congratulate Mr Cam Winstanley, author of that brilliantly over-the-top review of *Walker*. Every mag needs a larger-than-life psychopath and he fits the bill perfectly, giving your already excellent mag an edge over competitors.
Geoff Noonan, Rudgewick

Cheers Geoff. I expect you're pretty 'on the edge' yourself. – Cam

Issue 31 Nov '93 'VERY BORING-LOOKING LADIES'

To Ye Olde AMIGA POWER.
One morning, as I was leafing through the pages of The Bristol Evening Post, I happened to find the nominees for the 'Miss Bristol' competition. Amongst the other very boring-looking ladies, I saw a name that jumped out and thought "Oooh, that sounds familiar." I sat and thought for a while and remembered where I'd heard it, rushed upstairs to get my AMIGA POWER and found that it was Lisa Kellett!

I phoned up to vote for her right away, and I think she should win, so just

dial right now. You'll have to hurry because the lines close at 12 today. (That's that sketch knackered then. – Ed). Why not, if she wins, do a centrefold of our lovely Lisa?

Love, Duane Dibbly, Clevedon

Sorry – it's another Lisa Kellett letter. We did warn you. But now you really do have to buy the magazine in order to find out what she really looks like. Don't you?

Issue 32 Dec '93 'I GET A @ BY PRESSING SHIFT AND 2'

I have had my computer for about six months and am having a few problems. I had an Atari 1040 for about two years previously, but when I heard about the new Falcon not being compatible and the ST being discontinued, I bought an A1200 with a 64 Meg hard drive.

I print from a Canon BJ10 Ex which served me well on the ST. I have Pen Pal installed on my hard drive which I use to do my assignment for University.

The problems I have are:

1. When I print, it takes about 5 minutes for a single page of text. It seems fine on *DPaint* but is far too slow on Pen Pal. I bought a new printer driver from PD but that doesn't help. How can I get my printer to print at the speeds I know it can?

2. The keymap is set on American, meaning I get a @ from pressing SHIFT and 2 instead of the desired ". How do I change the keymap to UK?

3. I used to sample/sequence music on my ST. Exactly what equipment and which is the best value for money, would I need for the A1200 to be able to sample and sequence? I have a MIDI keyboard.
Yours, Rodger Wyber, Bickleigh

Although AMIGA POWER quite clearly presents itself as a dedicated Amiga games mag, some folk still persist in asking us technical questions. We decided to let Stuart answer these ones:

1. Are you deliberately trying to annoy us, Rodger, or are you just the stupidest person ever to walk the face of the planet, ever?

2. Try ramming a fork into your eyeball, that might do the trick.

3. You're at University, Rodger, surely you must have at least some kind of vague inkling of what the phrase 'dedicated games mag' means? Surely?

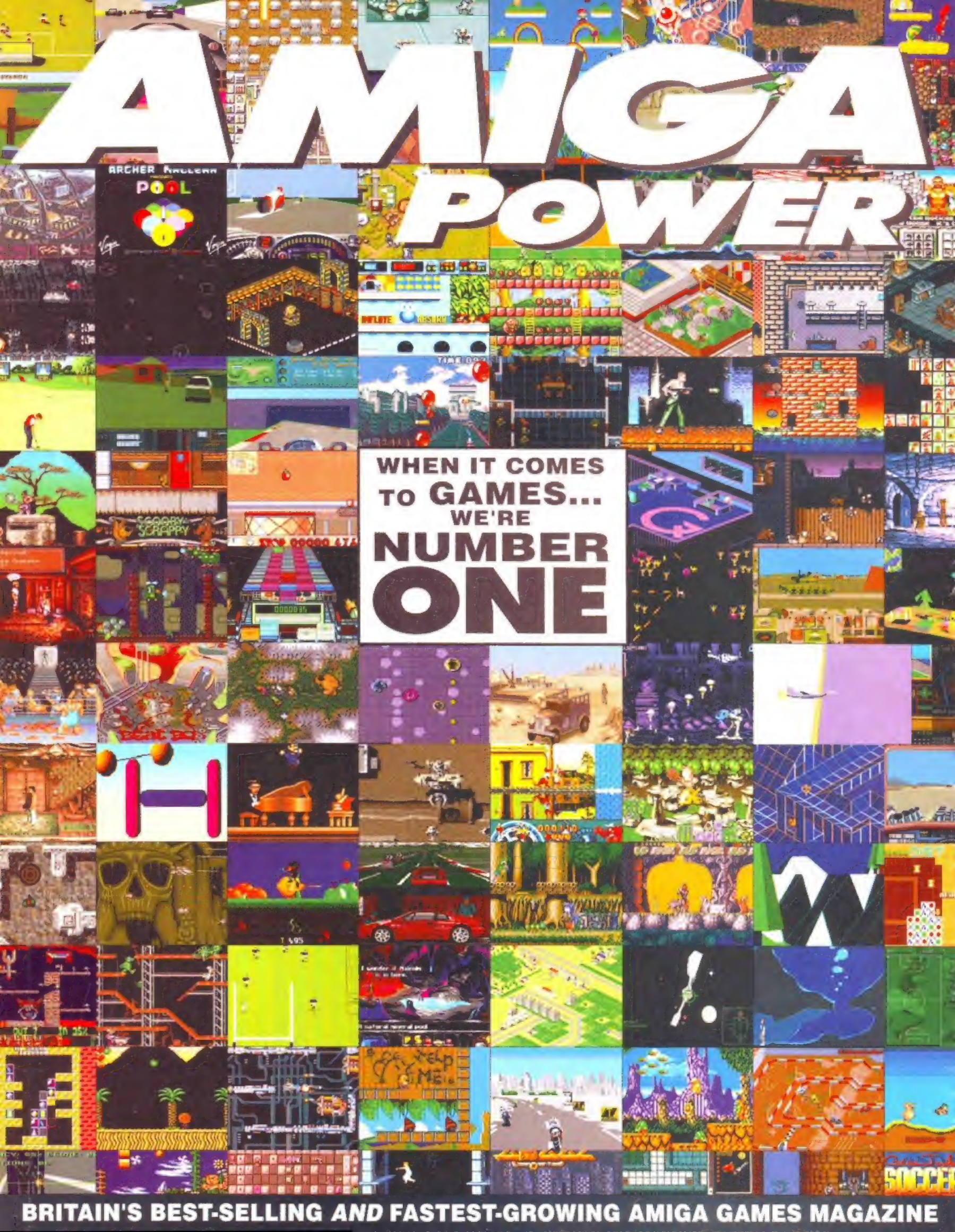
SOCIOLOGY DEGREE winner

Issue 27 July '93 'A SEVERE BEATING'

The other day I was on a bus when I heard two young boys arguing about which computer mag is best. One thought AP was good, while the other thought Amiga Format superior. The discussion soon became heated and a fight broke out. It was a close contest, but the lad supporting AP was definitely ahead on points when I intervened.

"Boys," I said, "what do you think you're doing? When I was a lad there weren't any computer mags, no computers, no TV, and if you wanted music you had to sing. You just don't know how lucky you are."

I think this kind of violence is indicative of today's society. In years past, if you had a fight then the local bobby would skelp you about the head. You thought twice about fighting again, I can tell you. At school, lateness, disrespect and speaking out of turn all resulted in a severe



AMIGA POWER

WHEN IT COMES
TO GAMES...
WE'RE
**NUMBER
ONE**

BRITAIN'S BEST-SELLING AND FASTEST-GROWING AMIGA GAMES MAGAZINE

LETHAL WEAPON



More guts... More power... More fun.

Get to grips with these new game controllers from SAITEK, world leader in intelligent games. Serious stuff!

4 designs, 14 models. Auto-fire, turbo speed/volume control, slow motion, turbo fire buttons, multi-directional control pads, and more.

For the ultimate power in your games get SAITEK.

Check'em out at your games shop today!

MX220 MEGAGRIP II
for Sega (8-bit) Atari, Commodore,
Amstrad and Compatibles.



MX120 MEGASTICK II
for Sega (8-bit) Atari, Commodore,
Amstrad and Compatibles.



 **Saitek**™

PUT THE POWER IN YOUR HANDS.

Contemporary Games plc, Haverley, WME 0BA, UK

Ameagre Prices

Fast-response Mailorder
10am—10pm 7 days a week
No credit card surcharges
Always a person—never an answerphone!



Games Centre
10am—8pm Monday to Friday
10am—4pm Saturday
2 minutes from Old St. Tube station, take exit 2

Educational

CAVE MAZE	10.95
FRACTION GOBLINS	10.95
MATHS DRAGONS	10.95
PICTURE FRACTIONS	10.95
REASONING WITH TROLLS	10.95
TIDY THE HOUSE	10.95
TIME FLIES	10.95
ANSWER BACK Junior Quiz (6-11)	16.99
ANSWER BACK Senior Quiz (12-AD)	16.99
FRENCH MISTRESS	16.99
GERMAN MASTER	16.99
ITALIAN TUTOR	16.99
MATHS ADVENTURE (6-14)	21.95
SPANISH TUTOR	16.99
MEGA MATHS (A LEVEL)	19.95
MICRO ENGLISH (8-GCSE)	19.95
MICRO FRENCH (Beginners-GCSE)	19.95
MICRO GERMAN (Beg-GCSE-Bus)	19.95
MICRO MATHS (11-GCSE)	19.95
MICRO SCIENCE (8-GCSE)	19.95
MICRO SPANISH	18.75
PRIMARY MATHS COURSE (3-12)	19.95
READING WRITING COURSE (3-8)	19.95
BETTER MATHS (12-16)	18.95
BETTER SPELLING (8-ADULT)	18.95
JUNIOR TYPIST (5-10)	13.95
MAGIC MATHS (4-8)	18.95
MATHS MANIA (8-12)	18.95
ROBIN HOOD (LEISURELAND)	18.95
SCROOGE (A CHRISTMAS CAROL)	18.95
THE THREE BEARS (5-10)	18.95
WIND IN THE WILLOWS	18.95
WIZARD OF OZ	18.95
ADI ENGLISH (11-12)	18.95
ADI ENGLISH (12-13)	18.95
ADI ENGLISH (13-14)	18.95
ADI ENGLISH (14-15)	18.95
ADI FRENCH (11-12)	18.95
ADI FRENCH (12-13)	18.95
ADI FRENCH (13-14)	18.95
ADI FRENCH (14-15)	18.95
ADI JUNIOR COUNTING (4-5)	15.75
ADI JUNIOR COUNTING (6-7)	15.75
ADI JUNIOR READING (4-5)	15.75
ADI JUNIOR READING (6-7)	15.75
ADI MATHS (11-12)	18.95
ADI MATHS (12-13)	18.95
ADI MATHS (13-14)	18.95
ADI MATHS (14-15)	18.95
FUN SCHOOL 2 (6-8)	6.96
FUN SCHOOL 2 (OVER 8)	6.96
FUN SCHOOL 2 (UNDER 6)	6.96
FUN SCHOOL 3 (5-7)	18.75
FUN SCHOOL 3 (OVER 7)	18.75
FUN SCHOOL 3 (UNDER 5)	18.75
FUN SCHOOL 4 (5-7)	18.75
FUN SCHOOL 4 (7-11)	18.75
FUN SCHOOL 4 (UNDER 5'S)	18.75
FUN SCHOOL MATHS (7-11)	18.95
FUN SCHOOL SPELLING (7-AD)	18.95
PAINT AND CREATE (OVER 5'S)	18.95

Hint Books

EYE OF THE BEHOLDER I	7.99
EYE OF THE BEHOLDER II	9.99
INDIANA JONES & FATE ATL. (ADV)	9.99
INDIANA JONES & L. CRUSADE (ADV)	5.99
LOOM	7.99
MANIAC MANSION	7.99
SECRET OF MONKEY ISLAND	5.99
SECRET OF MONKEY ISLAND II	9.99

**SEE OUR OTHER
PAGE IN THIS
ISSUE FOR AMIGA
GAMES**

CD32



It's faster, it's bigger,
it's better, it's here!
The games console of your
dreams has finally arrived, with
the power of an Amiga 1200 and
all the advantages of a SNES or
Megadrive.

With 2Mb of RAM, a
super-fast processor
and 256 colours, this
machine represents the
future of Amiga gaming.
There are plenty of titles to
choose from—see below.

£299.99

including Diggers,
Oscar and free
courier delivery

CD-32

ALFRED CHICKEN	21.95
ALIEN BREED - SPECIAL EDITION	12.95
BOOT	24.95
CHAOS ENGINE	21.95
D-GENERATION	18.95
F17 CHALLENGE	12.95
JURASSIC PARK	21.95
LIBERATION - CAPTIVE 2	24.95
MICROCOSM	29.95
MORPH	21.95
OVERKILL	21.95
PINBALL FANTASIES	24.75
PROJECT X	12.95
QWAK	12.95
ROBOCOD	21.95
RYDER CUP	21.95
SENSIBLE SOCCER 92/93	21.95
SLEEPWALKER	21.95
TFX	24.95
URIDIUM 2	24.95
ZOOL	21.95

Hardware

A500 Expansion upgrade with clock	0.5Mb	27.95
A500 Expansion upgrade without clock	0.5Mb	24.95
A500plus RAM upgrade	1Mb	56.95
A600 Expansion upgrade with clock	1Mb	51.95
Parallel port extension cable		6.80
Parallel printer cable (2m)		8.60
Roboshift (Auto mouse/joystick switch)		14.75
Zi-Fi Stereo Speakers		37.95

NOBODY DOES IT FASTER!

3.5" Disks

ANY QUANTITY SUPPLIED

Qty	DSDD	DSHD
10	5.30	7.80
20	10.35	15.35
25	12.65	18.25
30	14.75	21.80
35	16.90	25.20
40	18.95	28.60
45	21.10	32.10
50	22.95	34.40
80	36.35	52.30
100	39.95	61.90
120	49.40	72.40
150	60.95	90.25
200	78.75	115.75
250	97.30	143.30
300	116.30	170.75
400	154.50	221.70
500	184.65	269.65
600	223.50	320.60
1000	364.30	524.40

**ALL OUR DISKS
ARE GUARANTEED
AND ARE SUPPLIED
WITH LABELS**

Joysticks

Analogue Adaptor	4.99
(use any PC analogue joystick on Amiga)	
125+	9.00
Competition Pro 3000	13.75
Cruiser Turbo	12.75
Freewheel Digital	27.00
Freewheel Analogue	36.00
Gravis Game Pro	23.95
Mach 1	11.75
Maverick 1 (QS128F)	13.75
Maverick 1M (QS138F)	13.75
Mega Stick II (MX120)	9.99
(multi-system)	
Megastar A/F (SV133)	22.00
Navigator	13.75
Python 1 (QS130F)	9.25
Python 1M (QS137F)	9.75
Quickjoy Turbo	7.95
Starfighter 1 Pad	7.95
Speedking Analogue	13.80
Speedking A/F	11.00
Star Probe	13.50
Supercharger	9.00
The Bug (Green or black)	13.50
Top Star	21.50

Miscellaneous

4-Player adaptor	6.96
Head Cleaner (3.5")	3.75
Mouse	14.75
Mouse House	2.95
Mouse Mat	2.95
SCART cable	9.49
Workstation for 500 & 500+	42.95
Workstation for 600	37.95
Workstation for 1200	39.95
(Workstations include mouse mat, mouse house and dust cover)	

Disk Boxes

10 Slimpack	0.94
40	4.95
50	5.60
80	6.30
100	6.80
120	8.75
150	10.95

DataGEM

has supplied computer
hardware and software to tens
of thousands of satisfied
customers since 1987

Amiga Atari PC Sega
Trust us to have all you need

STOP PRESS—It's not too late!
YOU CAN ORDER UP TO 23RD DECEMBER
using our next day courier service and still get it in
time for Christmas. It only costs £6.00 (including VAT)

071 608 0624
Fax: 071 608 0688

DataGEM Ltd Orders and
Postal Orders

Department AF, 23 Pitfield St, London N1 6HB

Orders against cheques with valid guarantee card numbers will be
despatched immediately, otherwise subject to cheque clearance.

All prices include UK postage and VAT and are effective until 22nd December 1993.

On overseas orders, postage is charged at bank. New titles will be sold at reduced price and are subject to
manufacturers' and/or publishers' prices. All prices given subject to our standard terms and conditions. Please see



Fasten your seat belts and get ready to fly



Seek out and destroy the forces of SPUDD!



DATELINE: THE NEAR FUTURE

MISSION BRIEFING:

Intelligence reports are being received that a renegade organisation, SPUDD is massing its forces ready to attempt world domination. Only an underground task force can save the day. Are you ready to become a part of that underground taskforce? Which of the 40 aircraft will you choose as you fly 100 sorties across the world against the forces of SPUDD? The civilised world anxiously awaits your decision!

Available for the Amiga
PC version coming soon



38/40 High Street, Green Street Green
Orpington, Kent BR6 6BJ Tel: Int +44 (0) 689 850770

© Rasputin Software 1993 Rasputin Software is a trading subsidiary of Power Label Limited

NODDY'STM BIG ADVENTURE

Noddy's Big Adventure is the sequel to the highly successful Noddy's Playtime. It takes children to the North West corner of Toyland and includes 13 different programs to educate and entertain children for hours on end.

This graded creativity and entertainment package is specifically designed for 3-7 year olds and relates to the early requirements of the National Curriculum.

Drive with Noddy in his car, pick up passengers along the way and visit many exciting locations.

- Kitchen Fun - sequencing, colour and shape matching and vocabulary
- Noddy's Scales - number matching through to addition
- Tricky Trees - memory, sequencing and the language of colour and shape
- Can you Find me? - shape and colour recognition
- Bert's Scrapbook - sequencing and reading skills
- Beach Sorter - sorting
- Picnic Attack - water fun game

Junior Word Processor - this excellent utility develops story telling skills. Its scope is outstanding and features many facilities found in 'grown up' word processors. There is also a word game in each level to create an element of fun.

Available for: Amiga, Acorn Archimedes, PC and PC Windows



NODDY'STM PLAYTIME

Noddy's Playtime added a new perspective to educational games, the outstanding value from this extensive package has set new standards of parental expectation in this important area of software based on learning with fun.



Drive around Toy Town, explore exciting locations and learning programs and a full Junior Art Package packed full of creative fun. Designed for 3-7 year olds.

Available for: Amiga, Acorn Archimedes, PC and ST.

PLAYTIME & BIG ADVENTURE TWICE THE LEARNING EXPERIENCE



THE JUMPING BEAN CO.

Lean Gate Lenton Nottingham NG7 2LX
Tel: 0602 792838 Fax: 0602 780963

Available from: Boots, Currys, Dixons, Escam, Future Zone, Game Ltd, John Lewis, John Menzies, PC World, Rymans, Tandy, The Computer Store, Virgin and many specialist outlets.

Original Text and Images © Darrin Waters Ltd 1993. Text and Images of BBC Television Series © BBC Enterprises Ltd 1997. Licensed by BBC Enterprises Ltd. NODDY is a trademark of Darrin Waters Ltd and is used under license. NODDY Big Adventure logo is a trademark of Darrin Waters Ltd and is used under license.

The A4000 may be a bit out of your price range, but could you build your own for less?

Tech boys Nick Veitch and Richard Baguley explore the idea of upgrading an existing 'obsolete' machine.

Build your own A4000

MAKE NO MISTAKE, the A4000 is an excellent machine. You might well wish to buy one – but could you build your own cheaper?

We're not suggesting that you go out and buy a soldering iron and send off a large order for electrical components to Maplin, but could you construct a machine of similar performance from third party expansions that are readily available? Could you upgrade your present machine to A4000 performance, without having to actually buy a real A4000?

To start with, you will need some form of Amiga, and unfortunately nobody but Commodore seems to make them.

So which of the range would you start with? The A500 is a good solid workhorse, but lacks the expansion capability that we would need for this project. The A2000 would be a better choice, but you can get a even better bargain with the A1500.

For £399 Silica will sell you a 1500 with a load of software and a PC Bridgeboard thrown in. Second-hand you can easily pick up an A1500 with some form of hard drive for about £450. Check through local papers, the small ads and classifieds in *Amiga Shopper*.

The A1500 has plenty of room for expansion. It boasts a total of seven slots for PC and Amiga expansions, plus a CPU slot for accelerator cards and a video slot to plug custom video cards in.

You've got the basis now, but you'll need to expand quite heavily to get anywhere near the specifications of the A4000.

The A4000 – it's nice and it costs a lot of money. Could you get a better performance for less?

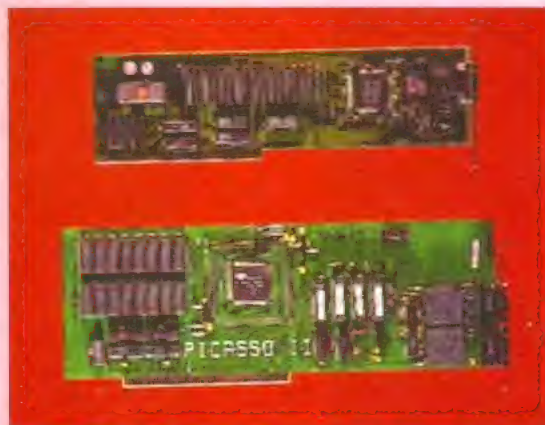


HITTING THE TARGET – WHY YOU REALLY NEED RETARGETABLE GRAPHICS

Retargetable graphics (RTG) has been one of the most talked about but least understood aspects of the Amiga. Commodore have promised support for it in future versions of Workbench, and several graphics card manufacturers already have models which boast RTG features.

RTG has been present on the Apple Mac for years, so you can run programs like *Photoshop* on anything from a black-and-white to a 16-million-colour Macintosh. So what does it all mean?

The basic idea behind it is to make programs independent of the graphics cards they run on. So you would be able to run any 24-bit paint program on any 24-bit graphics card. The program doesn't talk directly to the card, but accesses the card through the operating system. Every different graphics card has a special library which tells the operating system how to write to the card. This means that as far as the



The Retina and Picasso cards are very good alternatives for the non-AGA set. A 256 colour Workbench can still be yours.

program is concerned, all graphics cards look the same. All the work of actually producing the screen is done by the operating system.

This all sounds very well, but what's needed is a standard, so both the manufacturers of graphics cards and programmers can start producing hardware and software that complies with it. Commodore have promised a standard, but it's not yet appeared.

Several manufacturers have RTG features on their graphics cards (such as the Picasso II and Retina), but the only standard which covers several cards is the EGS (Enhanced Graphics System), pioneered by manufacturers GVP.

All manufacturers have indicated their willingness to comply with the official Commodore standard once it's defined, so let's hope that Commodore get a move on and help make the Amiga a more professional video machine.

WITH A MASK AND A SWORD, IT'S THE SWASHBUCKLING ZORRO SLOT...

The Zorro slot on the A1500 is, indeed, a fox so cunning and brave. In fact they all are. There is a total of four full Zorro slots in the A1500, and three PC slots.

The PC slots are useful if you have a PC Bridgeboard, because you can install PC cards such as an AdLib sound card or whatever. In fact they are still useful even if you don't have a Bridgeboard - expansion cards for the Amiga only use the slot as a power source, and these will work just as happily in the PC slots.

The Zorro slots themselves combine a power supply and an Address/Data Bus so the card can communicate directly with the CPU. Because

Zorro slots are so flexible, almost any sort of device can be added to the Amiga, from broadcast quality video cards to sound samplers.

The A3000 and A4000 series machines have a Zorro III slot, which is even more powerful. It uses a multiplexed Address/Data Bus to virtually double the rate of information transfer. This would be very useful if anyone ever produced a Zorro III compliant board, but very few such boards have actually appeared so far.

The Zorro slot can house a multitude of add-ons, ranging from hard drives to 16-bit samplers, SCSI interfaces and virtually every device known to man.



Those AGA chips are all the rage in 1993 and are probably the first thing to worry about. The A4000, in case you're not aware, uses the completely updated AGA (Advanced Graphics Array) chip set which has a number of extra graphics modes.

The most important of these is HAM8 mode, which enables suitably equipped machines to display hi-res images in up to 264,144 colours. Not bad, really. The 256-colour mode is more useful on an everyday basis, though, because it doesn't use up any valuable processor time.

There are no way that you can upgrade an older machine to the AGA chip set. It isn't just a matter of popping in a few new chips or anything like that. The AGA chip set involves a complete new architecture which affects the way the entire motherboard of the computer is laid out.

But if the major difference is just a few graphics modes, why bother?

There is a number of very cheap display cards available for the Amiga. These don't bother with HAM8 and all that cunning kludge business - instead they go straight for 24-bit, which gives you a total of 16.8 million colours to play with.

One tempting choice of 24-bit card is probably the MacroSystem's Retina, which is the original, useful, inexpensive 24-bit graphics card. The Retina is much more than just a display device, though. As well as performing framebuffer tasks, such as displaying static images, the Retina can also handle animations.

Probably more important is the ability of the Retina card to display normal Amiga application screens. This is done by using an emulation program and a software library to redirect Workbench.

It is a form of retargetable graphics (see panel below left), in that the software fools the applications into opening windows on the Retina display rather than the usual RGB Out at the back of the Amiga.

This feature works without the co-operation of the particular application in question, so it is quite cunning. However, it is not always entirely successful.

Retina does not support screen dragging, so you can't look at two tasks simultaneously. It therefore has problems with programs such as *Deluxe Paint*, which open tool bars and requesters using overlay screens on top of the main screen

(such as the Palette requester).

The upshot of this ability to display application screens, is that you can happily run many applications, including Workbench itself, through the Retina. While the programs may not be able to take advantage of the extra colour resolution, some of them can take advantage of the greatly increased pixel resolution.

The Retina can display screens at up to 1440 by 566 pixels in a non-interlaced screen mode. Many applications, such as *Directory Opus*, *Professional Page*, *Professional Draw* and *Maxiplan 4* can make use of this

THE EASY A3000 OPTION

Another thing to consider is the A3000. Yes, it is a little out of date, yes, it does only come with Workbench 2, yes, you do have to boot Kickstart from disk.

On the plus side of things, you can pick up an A3000 for around £700 - a lot less, in fact, if you pick it up second-hand. It comes with a 25MHz 68030 - a full version with an MMU, an FPU and a SCSI interface. It also features four Zorro III slots, which means that the latest range of Amiga peripherals can be plugged in and used (when someone finally works out what the Zorro III standard actually is).

Slap in a Retina or Picasso board and you're away. Total cost, just over £1,000. The stock A3000 will outperform the A4000/030 without too much trouble, as Richard Baguley keeps pointing out to anyone who will listen.



The A3000 - a nice machine, although a bit fussy. Its main advantage as a starting point is that it is cheap and has Zorro III slots.



The G-Force card is much more than just an accelerator - it has a SCSI interface too.

enhanced pixel resolution.

Speed is the second thing you have to worry about. A graphics card will help out here, because it uses its own graphics memory which is incredibly fast, but obviously you will need a new processor card to match the power of the A4000.

The 4000/030 runs off a 68EC030 clocked at 25MHz, so obviously you are going to need something better than that to impress your mates.

There are quite a few accelerator cards available for the Amiga, but probably the fastest and best in terms of compatibility is the G-Force accelerator from GVP.

This comes in many versions, but the top spec model includes a full 68040 chip running at 33MHz. The card also includes an extra serial and parallel port and a SCSI interface. 32-bit wide memory can be added to the board up to a total of 64Mb, using GVP's own 16Mb SIMM modules.

Also still available, although no longer in production, is the Zeus 040 card from Progressive Peripherals. This card is very similar to the GVP one, but is slightly faster according to our tests (AF49).

In order to be faster than the 4000/030 all you really need is an accelerator which has a 68030 clocked at more than 25MHz. If you got the 40MHz '030 version of the G-Force card, you would only have to shell out £699 - not bad really, as this gives you a RAM platform and a SCSI interface as well as a fully functioning 68030 chip, clocked at nearly twice the speed of the one in the A4000/030.

An FPU, incidentally, is a maths co-processor which works in tandem with all processors from the 68020 up, and dramatically reduces the time taken to perform many mathematical calculations.

Memory, and lots of it, is the other big advantage that the A4000/030 still has

Continued overleaf

Shopping List

<i>Amiga A1500:</i>	<i>Silica or s/hand. £399</i>
<i>Retina:</i>	<i>Amiga Centre Scotland</i>
	<i>089 687 583</i>
	<i>£345 (17M6)</i>
<i>G-Force :</i>	<i>Silica Systems</i>
	<i>081 309 1111</i>
	<i>£699 - 1299</i>
<i>Megachip2:</i>	<i>Power Computing</i>
	<i>0234 843388</i>
	<i>£159</i>
<i>HCS:</i>	<i>Silica Systems</i>
	<i>081 309 1111</i>
	<i>£199 (42M6)</i>
<i>XL HD Drive:</i>	<i>Power Computing</i>
	<i>0234 843388</i>
	<i>£79.95</i>
<i>Grand Total</i>	<i>£1,880.95</i>

over our Frankenstein machine. Even the meanest of distributors is supplying the 4000 with 1Mb of Chip RAM and 1Mb of Fast RAM on board.

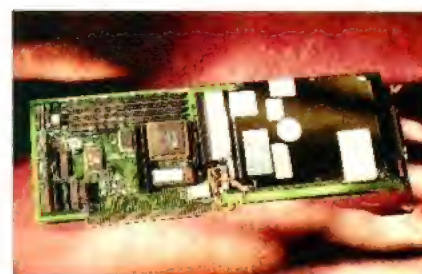
Matching the Fast RAM capability isn't really a problem. It is usually solved at least in part by your accelerator card. Most accelerators, including the G-Force which we picked out previously as a good bet, have slots for 32-bit wide Fast RAM.

The RAM is usually installed as either a ZIP or SIMM package, readily available if you search through the small ads of AF. 32-bit RAM gets over the Autoconfigure memory limit (9Mb with Kickstart version 2). 32-bit RAM can be mapped "over the top" and be directly accessed by the processor on the card.

In practise, this 32-bit RAM is faster than the 32-bit RAM on the A4000, because it can be accessed in such a direct fashion without fiddling around with all the messy Bus protocol that slows down memory operations on the A4000.

This doesn't solve the other problem, though. In non-AGA machines, the maximum amount of Chip RAM which can be used by the system is 1Mb. This is normally enough for most people, but if you use applications which make extensive use of custom chips, it may be a bit restricting.

The sort of thing affected is samplers, graphics programs such as *DPaint* and anything which uses HAM. This software relies heavily on the custom chips, and since the custom chips rely on Chip RAM, you may find yourself short. Chip RAM may also be required by other devices which make use



The Trifecta is a rather useful SCSI expansion card for any Zorro-compatible machine.

of the custom chips.

The answer to this problem is the Power Computing Megachip2. This is a small board, complete with a 2Mb Agnus and four Zip packages, which simply plugs into your existing Agnus socket. The only problem with this is that as your original Agnus is still in the socket you will have to remove it.

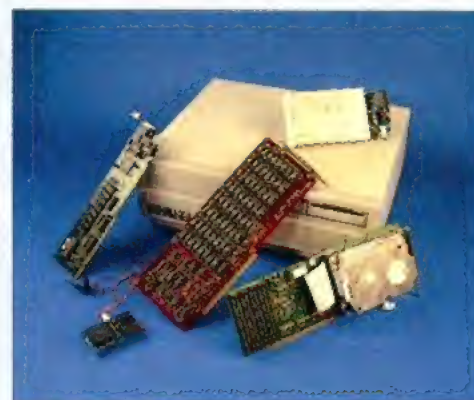
When the board is in place there are four crocodile cables to connect to your Gary chip, and then you are set. Make sure you get the right connections otherwise you could do some damage. You will know if you got it wrong, because the Amiga will probably just display a red screen at boot up. Probably the most important thing is to get the chip the right way round.

High Density disks, if you want to get really fussy, are probably next up, doubling the storage capacity of each floppy you use. Commodore plan to do an official HD upgrade for the A1200, but there are no plans for the older machines: which is a bit of a shame, because after Kickstart 2 they

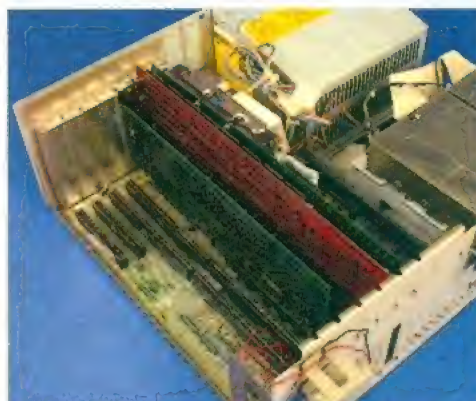
AND HERE'S ONE WE MADE EARLIER

It is all very well saying how easy it is to upgrade your machine, but are we just saying that, or did we really get our own hands dirty? Well, actually we borrowed a sad and defunct A1500 from *Amiga Shopper* (which has a great collection of sad and defunct things) and soon had it filled up with lots of exciting extras to make it the most powerful machine in the office (if you don't count Sue's brain).

Here is how it all came together...



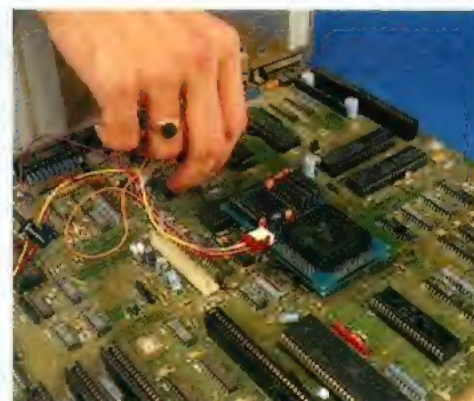
1 What a lot of kit we've got! Now all we have to do is find some cunning way to shoehorn it all inside that horrible, knackered old A1500 box.



5 Not a saucerful of secrets, but a 1500 full of Zorro cards. The cards you need to add are really up to you, but a hard drive should be high on the list.



6 Remove the Agnus (preferably with the correct tool) and note the orientation. Then slip in the Megachip2 board, pushing home firmly.



7 Attach the crocodile leads very carefully. They must be attached to the correct pins and they must not short out the legs of the Gary chip.

THE PROS AND CONS

ADVANTAGES

- Faster than stock A4000 •
- Better colour resolution •
- Compatible with existing software •
- Better performance/price ratio •

DISADVANTAGES

- Non-AGA software compatible
- Custom chip operations are slower than the 4000
- Zorro II standard only

FINAL SPECIFICATION

Graphics - 24-bit (16.8 million colours)
 Processor - 68040 @ 33 MHz (20+ MIPS)
 Chip RAM - 2Mb
 Drives: SCSI and High Density floppy

are all capable of running HD drives. Fortunately, Power Computing have now released an internal version of their much celebrated XL drive. This mechanism comes in two versions, one for the A500/A1500 and one for the A600/A1200. Both versions use a high-quality Sony mechanism which actually transfers at speeds slightly faster than the A4000's internal drive.

The drive can also be used by *CrossDos* to access high-density PC disks, just like the A4000. The final formatted capacity of your disks under AmigaDOS will be up to 1.8Mb (depending on which filesystem you choose). PC formatted disks will be the standard PC capacity, 1.44 Mb.

On the hard drive side of things, the A4000 comes complete with an IDE interface and mechanism. This is a great bone of contention between enthusiasts and Commodore, because although the drives

are cheap, they are not as fast as a SCSI mechanism. This is an excellent opportunity to go one up on the A4000 owners by getting a SCSI card, or even a SCSI 2 card which is faster still.

SCSI 2 can give transfer rates of around 5.5 Mb/second. This interface is included with the G-Force accelerator, or it can be obtained separately in the shape of something like an HC8 card or Trifecta.

What, in the end, do we make of it all? Looking at the prices, it becomes apparent that, depending on the kind of deal you get when getting hold of some of the older stuff (the prices of a lot of the older GVP equipment have been falling for some time) it would probably be slightly more expensive to upgrade your A1500 to the top specifications. However, these specifications are far in excess of the A4000.

If you already have an A1500 or A2000,

then it would probably be more financially prudent to upgrade than try to finance a completely new machine. Remember that you don't need an '040 accelerator to beat the A4000/030.

If you compare the price for an A4000/040 (£1,799) against an upgraded A1500 (around £1,599) you'll see that it is possible to create a faster machine for less money. Be aware also that these prices are simply guidelines. If you shop around, go to shows or keep an eye on the local papers, you will probably be able to pick up most of this equipment, particularly the accelerator cards, for much less than the prices quoted here.

It is also something which can be more easily achieved in stages: starting, say, with the A1500 and a SCSI drive, getting a display card, then the accelerator and finally the Chip RAM expansion - you won't find that you can't run anything without it, it just makes life a lot easier.

Adding things in stages not only keeps the outlay down, but also means that you only buy the things you actually need. You may find that after adding a graphics card and a hard drive, you don't really need anything else to achieve your purpose.

Ultimately, the changing pace of software development will leave your machine not exactly redundant, but certainly disadvantaged in the years to come. On the other hand, Commodore are committed to producing a RISC-based super-machine, probably very late next year or early '95.

It may be worth the wait, but in the meantime an upgraded A1500 may be a



2 We've taken the lid off it now, both literally and metaphorically. Look at all that dust! Never mind, though, it'll soon be even better than new.



3 Removing the drive and power assembly is just a matter of undoing all the screws at the back and lifting it up. There is only a slot holding it at the front.



4 Fitting a Zorro card is easy. Just remove the blanking plate and slot it in. Press firmly on the card to make sure it fits properly in the connector.



8 To fit the XL drive you will need to disassemble the drive and power subassembly. Detach the spacers from under the old drive and add them to the XL.



9 The XL drive at home. It may be a little whiter than the standard ones, but otherwise it looks just the same. Now 1.6 Mb disks are at your command.



10 The finished beast. Custom paint job on the outside, perhaps, and it'll be lovely. Would you swap this for one of those nasty A4000 things? Not likely!

WeServe

of Hampshire Established 8 years

Amiga Workstation /Expansion System

Monitor stand with shelf for drives etc.
Strong metal construction made from
14SWG steel epoxy coated. No Cables
or mouse are included.

Special price £27.50

**All Citizen printers have
a 2 year warranty**

Citizen Printers

120D+ 9pin Mono	£115
Swift 90 9pin Mono	£145
Swift 90 9pin Colour	£159
Swift 200 24pin Mono	£195
Swift 200 24pin Colour	£209
Swift 240 24pin Mono	£235
Swift 240C 24pin Colour	£249

Citizen Projet Inkjet

Similar to Deskjet but Epson
and Deskjet compatible

Special Offer £219

Citizen's Print Manager

These advanced printer drivers transform
colour printouts to laser type quality
Version 1 (224 & 24E) £5
Version 2 (Swift series 2) £10

Drivers 1/2 price if bought with a printer

Printer Drivers

Canon BJ-10e/ex	£5
Deskjet 500 Colour	£10

Dust Covers

For Printers, Monitors, Computers
most types in stock from £4.70

Canon BJC600

New Colour Printer £599

360dpi Inkjet printer. Visit our show-
rooms compare Canon/Epson/HP/Star

Canon BJ-10ex

360dpi Inkjet printer
with cable & paper £199

BJ-10sx £199

360dpi Inkjet BJ10ex replacement

Canon BJ-200

Inkjet + Sheet Feeder
with cable & paper £299

Panasonic KXP1123

Probably the best 24pin
mono printer available.
With cable & paper £159

Printers/Lasers

KXP4410 Laser 5ppm ..	519
KXP1170 9pin	134
KXP1124i 24pin	215
KXP2180 9pin Colour ..	169
KXP2123 24pin Colour...	209
HP LaserJet 4L 4ppm ...	587
Epson EPL4000 6ppm ...	582
Epson LX400 9pin	119
Epson LQ570+ 24pin ...	265
Prices include VAT cable & paper	

Mice *

Golden Image Mouse	12.90
Genius Happy Mouse	12.90
True Mouse	12.90

HP Deskjets

300dpi, mono or colour & mono.
They produce laser quality print.

Deskjet Portable mono	£199
Deskjet 310 mono	£219
Colour kit for 310	£35
Deskjet 510 mono	£249
Deskjet 500C colour	£295
Deskjet 550C colour*	£499

*550C has Colour & black cartridges
resident at the same time.

All Deskjet prices include 3 year
warranty, cable & paper

New HP Colour Printer

Deskjet 310C

300dpi optional colour inkjet printer.

310 Mono	£219
310C Colour	£254

Sheet feeder for 60 sheets £54
Prices inc. warranty, cable & paper

Floppy Drives**Cumana CAX354**

£52.90 1M external
While stocks last

New Roctec/Zappo

All Amigas A500-A1200
1M external drive £56.90

Printer Packs

All printers are supplied with a printer pack
consisting of printer paper and a connection
cable.

Free of charge

A stand is £5.00 extra (with a printer)

Ink Refills

BJ10 twin refill various colours 15.90
Deskjet twin refill various colours 15.90
(We stock 200 types of ribbons)

Auto Sheet Feeders

Canon BJ10 series	£52
Citizen Swift range	£79
Panasonic KXP range	£85

Stylus 800

New Epson Inkjet Printer £249
360dpi

Star SJ-144

New Colour Printer £499
360dpi thermal (suitable for transfers)

Star LC100

9pin colour with
cable & paper £149

Star

with cable
& paper

LC20 Mono 9pin	£123
LC200 Colour 9pin	£179
LC2420 Mono 24pin	£185
LC24100 Mono 24pin	£175
LC24200 Colour 24pin ..	£249
SJ48 360dpi Inkjet	£199
Auto Sheet Feeds from £59	

Kickstart/Upgrades

Kickstart ROM only v2.04	41.50
Kickstart ROM only v1.3	29.00
Phoenix rom sharer	24.95
Keyb'd operated rom sharer ..	24.95
Fatter Angus custom chip	37.50

* = Special Prices

GVP Series 2

A500 Hard Disks *	
40Mb Hard Disk	£189
80Mb Hard Disk	£289
120Mb Hard Disk	£385
40Mb A530 Combo	£389
80Mb A530 Combo	£489
120Mb A530 Combo	£585

A1500 Hard Disks

40Mb Hard Disk	£189
80Mb Hard Disk	£289
120Mb Hard Disk	£385
Controller (no disk)	£119

GVP ram £55 per 1Mb

GVP PC Emulator £95

286 16MHz Emulator for HDB+ /A530

Commodore ***Multiscan Monitors**

1940 £269 14" Stereo Col.
Dot pitch .39

1942 £365 14" Stereo Col.
Dot pitch .28

Upgrades

A500 0.5-1Mram + clock	£24.90
A500 0.5-1Mram no clock ...	£19.90
A500+ 1Mram + clock	£44.50
A600 CBM 1Mram no clock ...	£29.90
A600 CBM 1Mram + clock ..	£39.90
A1200 16MHz Acc. + FPU	£128.00
A4000 32bit 4M Simm	£249.00
A4000 1M CHIP Ram exp ...	£157.00
A4000 0-128M Ram exp ...	£269.00

Commodore 1084

14" Stereo Colour Monitor.
0.42mm Pitch, Medium Res.

£169 £165
with cable without cable
1084ST with stand add £10

Philips CM8833 MK2

14" Stereo Colour Mon. 240V UK.
0.42mm. Medium Resolution

£194 £190
with cable without cable
Add £3 for Amiga / ST game

Accessories

3M Joystick/Mouse lead	3.75
A500 Printer cable	7.95
Modulator/Disk Extension	10.95
23way Plug or socket	2.95
Computer Dust Cover	4.70
Type Through Covers	17.50
Mouse Mat (thick soft type) ..	4.95
Mouse House	2.95
1M internal 3.5" drive	49.00
A500 replacement PSU	39.00
A590 replacement PSU	49.00
Rocgen Plus - Genlock + ..	1 9.00
Disc Wallet for 32 disks	7.95
CBM A1011 Floppy drive	48.00
A3220 Display Enhancer	99.00

Tech. Support 647400

Phone for our 70 page catalogue. All prices include 17.5% VAT

EDUCATIONAL AND GOVERNMENT ORDERS WELCOME

All products have a 30 day money back & 12 month warranty.

Prices are subject to variation without prior notification.

Please phone for express clearance of cheques. Credit APR 29.8%

Established 8 years. 3 minutes from M27 Junction 11. Free parking.

Open 9 to 5.30 Monday to Friday & 9 to 5 Saturday. Carriage/order.

Postage 94p or £3.53 Securicor £6.46 Securicor AM £11.75

WeServe

Larger items delivered
by Securicor

**Amiga CD32**

with 2 free games & joy pad

Special Offer £269

A600

**New games
packs**

A600 Lemmings pack	£179
A600 Wild Weird & W. pk	£189
A600 Hd 20Mb Epic pack	£159

Zool pack A600/A1200 add £14

A1200

**New free
games packs**

5x faster. Workbench v3. 2M ram.
Custom graphic 256K col. from 16.7M

	Software Pack		
	C, R	D	
A1200	£279	£319	
No Hd	£495	£535	
80M Hd	£529	£569	
120M Hd			

Key to Software packs:

C - Comic Relief
R - Race & Chase
D - Desktop Dynamite NEW

**Official Commodore approved
Hard Disk with CBM on-site.**

Amiga A4000

4000/030 2M 80Mb Hd	£895
4000/030 2M 120Mb Hd	£959
4000/030 6M 80Mb Hd	£1049
4000/030 6M 120Mb Hd	£1139
4000/040 6M 120Mb Hd	£1919

360K drive £29 *

Enables A1500's etc to read
IBM 5.25" 360K floppies

*** Amiga 1500+ £249**
while stocks last

*** Opal Vision £449**
while stocks last

SONY**DISKETTES**

SONY branded

(lifetime warranty)

(100% certified error free)

10x 3.5" DS/DD 135tpi	7.50
50x 3.5" DS/DD 135tpi	32.30
100x3.5" DS/DD 135tpi	59.93
250x3.5" DS/DD 135tpi	141.00

DISKETTES

SONY / DYSAN bulk

(lifetime warranty)

(100% certified error free)

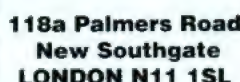
10x 3.5" DS/DD 135tpi	5.95
50x 3.5" DS/DD 135tpi	21.86
100x3.5" DS/DD 135tpi	39.60
250x3.5" DS/DD 135tpi	94.88
40 x 3.5" Disk box with lock.....	5.49
50 x 3.5" Disk box with lock.....	5.99
100 x 3.5" Disk box with lock.....	7.50
Carriage on 50+ disks £3.53	

XMAS 93

WeServe

Best for service

Telephone 0705 647000



CREDIT CARD HOTLINE
081 889 9172
ENQUIRY/ORDER LINE
081 361 5730
24 HOUR FAX LINE
081 361 2733

TOP TITLES	AMIGA	TOP TITLES	AMIGA	TOP TITLES	AMIGA	TOP TITLES	AMIGA	TOP TITLES	AMIGA	TOP TITLES	AMIGA
1869.....	£19.99	Crazy Cars III.....	£19.99	Knight Mare.....	£11.99	Premier Manager.....	£16.99	Space Hulk.....	£23.99	Total Carnage.....	£16.99
A500+ 1Meg Upgrade.....	£39.99	Crystal Kingdom Dizzy.....	£13.99	Knights of the Sky.....	£12.99	Premier Manager II.....	£16.99	Space Crusade + Upgrade.....	£16.99	Toddlers.....	£16.99
A600 1 Meg Upgrade + clock.....	£49.99	Cyberspace*.....	£23.99	Lamborghini US Challenge.....	£16.99	Push Over.....	£8.99	Space Quest IV.....	£23.99	Trolls 500/1200.....	£16.99
0.5 Meg Upgrade + clock.....	£25.99	Dalek Attack.....	£12.99	Lawn Mower Man*.....	£16.99	Puffy.....	£12.99	Special Forces.....	£23.99	TV Sports Baseball.....	£11.99
A320 Airbus.....	£23.99	Darkmere.....	£16.99	Leander.....	£10.99	Railroad Tycoon.....	£23.99	Starlight II.....	£10.99	TV Sports Boxing.....	£11.99
A320 Airbus USA.....	£23.99	Das Boot.....	£11.99	Leeds Utd.....	£16.99	Reach For The Skies.....	£19.99	Star Trek 25th Anniversary*.....	£23.99	Turcan 3.....	£16.99
A Train.....	£23.99	D-Day.....	£16.99	Legacy*.....	£23.99	Red Baron.....	£15.99	Steel Empire.....	£20.99	Turtles II.....	£11.99
A Train Con Set.....	£13.99	Deluxe Music Con Set.....	£16.99	Legacy of Sivasil.....	£16.99	Road Rash.....	£16.99	Stereo Master.....	£26.99	Twilight 2000.....	£23.99
Addams Family.....	£7.99	Deep Core*.....	£16.99	Legend.....	£11.99	Robin Hood (Millennium).....	£9.99	Street Fighter II.....	£17.99	Ultima V.....	£19.99
Airbunks 1.2 (5/6 or 1200).....	£19.99	Dennis 500/1200.....	£17.99	Legend II (Words of Legends).....	£16.99	Robocod.....	£15.99	Striker.....	£16.99	Ultima VI.....	£12.99
Air Combat Patrol.....	£19.99	Desert Strike.....	£19.99	Legend of Kryandia.....	£19.99	Robocod A1200.....	£16.99	Sub.....	£21.99	Universal Masters.....	£16.99
Air Force Commander.....	£19.99	Desert Strike II* (Jungle Str).....	£20.99	Lemmings.....	£15.99	Robocop III.....	£8.99	Super Cauldron.....	£16.99	Undium II.....	£17.99
Alfred Chicken.....	£16.99	Detroit.....	£18.99	Lemmings and Data Disk.....	£19.99	Robo Sports.....	£16.99	Superfrog.....	£16.99	Utopia.....	£16.99
Alien Breed 2.....	£17.99	Diggers (CD).....	£23.99	Lemmings II.....	£19.99	Rookies*.....	£17.99	Super Mario Brothers.....	£18.99	Utopia New World.....	£11.99
Alien Breed Special Edition.....	£9.99	Disney Animation Studio.....	£74.99	Lemmings Data Disk.....	£10.99	Ryder Cup.....	£16.99	Super Space Invaders.....	£7.99	Utopia II*.....	£17.99
Aliens III*.....	£16.99	Disposible Hero.....	£16.99	Lemmings-Stand Alone.....	£15.99	Sabre Team.....	£16.99	Super SWIV*.....	£16.99	Vikings Fields of Conquest.....	£15.99
American Gladiators.....	£16.99	Dofight.....	£23.99	Little Devil.....	£16.99	Sabre Team 1200.....	£19.99	Syndicate.....	£23.99	Voyage Beyond Data Disc.....	£9.99
Amos (Easy).....	£23.99	Dracula.....	£19.99	Links.....	£12.99	Scrabble (US Gold).....	£18.99	Test Drive III*.....	£15.99	Walker.....	£18.99
Amos 3D.....	£23.99	Dreadnoughts.....	£22.99	Liquid Kids*.....	£16.99	Second Samurai.....	£17.99	TFX* A1200.....	£23.99	War in the Gulf.....	£19.99
Amos Compiler.....	£19.99	Dreamlands.....	£19.99	Loom.....	£10.99	Secret Silver Blades.....	£16.99	Theatre of Death.....	£18.99	Waxworks.....	£21.99
Amos Professional.....	£54.99	Dream Web*.....	£27.99	Lost Vikings.....	£16.99	Sensible Soccer 92-93.....	£16.99	The Games '92 Espana.....	£20.99	Whales Voyage.....	£19.99
Amos Professional Compiler.....	£23.99	Dune.....	£19.99	Lost Treasures of Infocom.....	£23.99	Settlers.....	£21.99	Their Finest Hour.....	£19.99	White Death (1 Meg).....	£12.99
Amos The Creator.....	£36.99	Dune II.....	£19.99	Lotus Turbo Challenge III.....	£16.99	Shadow Beast II.....	£11.99	Wing Commander.....	£11.99	Wiz Kid.....	£15.99
Apocalypse.....	£19.99	Dungeon/Chaos.....	£19.99	Mac Tank Platoon.....	£11.99	Shadow of the Beast III.....	£11.99	Thunderhawk AH-73M.....	£21.99	Woody's World.....	£16.99
Arabian Knights 500/1200.....	£19.99	Elvira II - Cerberus.....	£23.99	McDonald Land.....	£9.99	Shadow Worlds.....	£16.99	Tip Off.....	£16.99	W.W.F.....	£7.99
Armourgeddon.....	£15.99	Epic.....	£19.99	Maelstrom (1Meg).....	£23.99	Silent Service II.....	£16.99	Toki.....	£7.99	W.W.F. II.....	£8.99
Armourgeddon II*.....	£19.99	European Champions.....	£16.99	Magic Boy*.....	£16.99	Sim Ant.....	£22.99	Toon World*.....	£16.99	Yol Joel.....	£16.99
Assassin.....	£16.99	Eye of the Beholder.....	£19.99	Man Utd Premier*.....	£19.99	Sim Earth.....	£16.99	Tornado*.....	£23.99	Zool 500/1200.....	£16.99
A.T.A.C.*.....	£23.99	Eye of the Beholder II.....	£23.99	Mario Is Missing.....	£16.99	Sim Life A1200/500.....	£19.99			Zool II.....	£16.99
B17 Flying Fortress.....	£23.99	F15 Strike Eagle II.....	£12.99	Micromachines.....	£16.99	Simon the Sorcerer.....	£23.99				
Bane Of The Cosmic Forge.....	£24.99	F117A Stealth Fighter.....	£23.99	Microprose Golf.....	£16.99	Sleepwalker 500/1200.....	£14.99				
BARBARIAN II (Psyg).....	£10.99	F19 Stealth Fighter.....	£12.99	Midwinter II.....	£12.99	Snow Bros.....	£16.99				
Bart vs the World*.....	£16.99	F29 Retaliator.....	£7.99	Might of Magic III.....	£23.99	Soccer Kid 500/1200.....	£16.99				
Batman Returns*.....	£16.99	Falcon.....	£6.99	Moonstone.....	£10.99	Soup Trek*.....	£16.99				
Battle Chess II.....	£16.99	Falcon Mission Disk 1.....	£6.99	Monkey Island.....	£15.99	Space 1889.....	£16.99				
Battle Isle '93.....	£20.99	Falcon Mission Disk II.....	£6.99	Monkey Island II.....	£25.99	Space Gun.....	£12.99				
Battle Isle II.....	£22.99	Fate Of Atlantis (adv).....	£25.99	Mortal Kombat.....	£18.99						
Battle Toads.....	£16.99	Fate Of Atlantis (arc).....	£16.99	Mouse (switchable).....	£9.99						
Beavers.....	£16.99	Fatman 500/1200.....	£16.99	Morph.....	£15.99						
Beneath the Steel Sky.....	£19.99	Final Fight.....	£7.99	Mr Nutz.....	£16.99						
Birds of Prey.....	£19.99	Fire and Ice.....	£15.99	Myth.....	£8.99						
Black Crypt.....	£16.99	Fire Stone HD Scenery.....	£13.99	Nick Faldo Golf.....	£23.99						
Blade Of Destiny.....	£30.99	Flashback.....	£20.99	Nicky II.....	£16.99						
Blastar.....	£16.99	Football Manager III*.....	£15.99	N1 Mansell World Champ.....	£20.99						
Blob.....	£16.99	Free DC.....	£18.99	Network Q Rally.....	£16.99						
Blue Max.....	£11.99	Fronteer (Elite 2).....	£19.99	Noddy's Big Adventure.....	£16.99						
Body Blows.....	£16.99	Global Effect.....	£16.99	Norty Ones (CD32).....	£16.99						
Boat.....	£19.99	Global Gladiators.....	£19.99	One Step Beyond.....	£13.99						
Brutal Sports Football.....	£16.99	Goal/Kick Off III.....	£19.99	Outlanders*.....	£16.99						
Bubba 'N' Stix.....	£16.99	Goblins II.....	£19.99	Overdrive.....	£17.99						
Buck Rogers.....	£19.99	G Gooch Cricket.....	£19.99	Overkill.....	£14.99						
Buck Rogers II*.....	£20.99	Graham Taylor.....	£9.99	Pacific Islands-T.Yankee II.....	£20.99						
Bully's Sporting Darts.....	£7.99	Grand Prix (Formula).....	£23.99	Pacific Islands II*.....	£21.99						
Burning Rubber.....	£18.99	Gunship 2000.....	£23.99	Parasol Stars.....	£15.99						
Burn Up.....	£16.99	Harpoon (1 Meg).....	£19.99	Patrician.....	£19.99						
Cadaver- the pay off.....	£10.99	Harrier Assault AV8B.....	£23.99	PGA Golf Tour +.....	£20.99						
Caesar.....	£16.99	Hero's Quest II.....	£16.99	PGA Courses Disk.....	£10.99						
Caesar deluxe.....	£19.99	Hill Street Blues.....	£7.99	Pinball Dreams.....	£16.99						
Campaign.....	£22.99	Hired Guns.....	£23.99	Pinball Dreams II.....	£16.99						
Campaign Mission Disk.....	£10.99	Historyline 1914-18.....	£21.99	Pinball Fantasies (CD32).....	£19.99						
Campaign II.....	£23.99	Hook.....	£8.99	Populous II The Challenge.....	£11.99						
Captive.....	£11.99	International Open Golf.....	£16.99	Populous II + (1 Meg).....	£23.99						
Captive II.....	£17.99	International Sports Chail.....	£15.99	Power and Glory.....	£19.99						
Car and Driver*.....	£23.99	Ishar II 500/1200.....	£19.99	Power Up Compilation.....	£12.99						
Carl Lewis Challenge.....	£12.99	Jaguar XJ220.....	£16.99								
Castles.....	£16.99	James Pond III (Op Starfish).....	£16.99								
Castles Data Disc.....	£11.99	J Whites Whirlwind.....	£16.99								
Castles II*.....	£23.99	J.Barnes (1Meg).....	£15.99								
Castle of Dr Brain.....	£15.99	J.Madden's Football.....	£16.99								
Chaos Engine.....	£16.99	Jurassic Park.....	£16.99								
Championship Manager '93.....	£16.99	K240.....	£16.99								
Chase HQ II.....	£8.99	KGB.....	£16.99								
Chuck Rock.....	£16.99	Kick Off II (1 Meg).....	£15.99								
Civilisation.....	£23.99	Kick Off II (.5 Meg).....	£14.99								
Civilisation A1200.....	£27.99	Killing Game Show.....	£11.99								
C.Y's Air Combat.....	£20.99	Kingdom Of Germany*.....	£19.99								
Cohort II.....	£19.99	Kingmaker.....	£19.99								
Combat Air Patrol.....	£18.99	King's Quest VII(A1200).....	£37.99								
Cover Girl Poker.....	£12.99										

EDUCATIONAL

ADI English All ages.....each£16.99

ADI French All ages.....each£16.99

ADI Maths All ages.....each£16.99

Fun School 2 All ages.....each£6.99

Fun School 3 All ages.....each£13.99

Fun School 4 All ages.....each£16.99

Noddy's Playtime.....£16.99

3.5 DS DD discs

with labels boxed in 10's

10 x 3.5 DS DD.....£5.99

20 x 3.5 DS DD.....£11.99

30 x 3.5 DS DD.....£15.99

50 x 3.5 DS DD.....£23.99

100 x 3.5 DS DD.....£39.99

Please add 50p per 10 discs

when ordering to cover P&P

AMIGA BUDGET TITLES UNDER £10

688 Attack Sub.....£9.99

Afterburner.....£6.99

Altered Beast.....£6.99

Arknoxid II.....£6.99

ATOKNO.....£6.99

Barbarian.....£6.99

Barbarian II.....£6.99

Batman The Movie.....£6.99

Battlehawks 1942.....£9.99

Blud Money.....£6.99

Blues Brothers.....£6.99

Cabal.....£6.99

California Games.....£6.99

Carner Command.....£6.99

Cerisa G4 Rally.....£6.99

Centurion Squares.....£6.99

Chase HQ.....£6.99

Cloud Kingdom.....£6.99

Colossus Chess.....£6.99

Combo Racer.....£6.99

Conflict in Europe.....£7.99

Deluxe Strip Poker (not 600).....£6.99

Double Dragon I or II.....£6.99

Dragon Ninja.....£6.99

Duel Off - Ice Hockey.....£6.99

Fantasy World Dizzy.....£6.99

F16 Combat Pilot.....£7.99

Flight of the Intruder.....£8.99

F.O.F.T.....£6.99

Future Wars.....£8.99

Gauntlet II.....£6.99

Gem X.....£6.99

Ghostbusters II.....£6.99

Ghosts'n'Ghosts.....£6.99

Hardball.....£6.99

Head over Heels.....£8.99

Hudson Hawk.....£6.99

IK*.....£6.99

Indy Last Crusade Graphic.....£9.99

James Pond.....£6.99

Jet Set Willy.....£6.99

J Khan Squash.....£6.99

Last Ninja II.....£6.99

Last Ninja III.....£7.99

Lombard RAC Rally.....£6.99

Lolita Spirit.....£6.99

Lotus Turbo II.....£6.99

Maniac Mansions.....£6.99

Manic Miner.....£7.99

Man United Europe.....£6.99

Mc Jackson Moonwalker.....£6.99

Midwinter.....£6.99

Mig 29 Fulcrum.....£9.99

Moonshine Racers.....£6.99

Murder.....£7.99

Narc.....£6.99

New Zealand Story.....£6.99

Ninja Remix.....£7.99

North & South.....£6.99

Out Run.....£6.99

Operation Hammer.....£6.99

Operation Stealth.....£9.99

Operation Thunderbolt.....£6.99

Operation Wolf.....£6.99

Outrun Europa.....£7.99

Pang.....£6.99

Panza Kick Boxing.....£8.99

Pinball Magic.....£7.99

Privateers.....£6.99

Pilgrimage.....£6.99

Pradiator.....£6.99

Prince of Persia.....£6.99

Project X.....£9.99

Pro Tennis Tour.....£6.99

Puzznic.....£6.99

Rainbow Islands.....£6.99

Rambo III.....£6.99

RBI 2 Baseball.....£6.99

Resolution 101.....£6.99

Rick Dangerous II.....£7.99

Robocop.....£6.99

Robocop II.....£6.99

R-Type.....£6.99

Run the Gauntlet.....£6.99

R.V.F. Honda.....£6.99

Shadowlands.....£6.99

Shadow of the Beast.....£6.99

Shadow Warrior.....£6.99

Sherman M4.....£6.99

Shinobi.....£6.99

Simpsons.....£6.99

Smash TV.....£6.99

Starglider II.....£6.99

Strike Fleet.....£9.99

Stunt Car Racer.....£6.99

Supaplex.....£6.99

Super Cars II.....£6.99

Super Hang On.....£6.99

Switch Blade.....£6.99

Switch Blade II.....£6.99

Swiv.....£6.99

Terminator II.....£6.99

Titus The Fox.....£6.99

Turrican II.....£7.99

Untouchables.....£6.99

Vigilante.....£6.99

WC Leaderboard.....£6.99

World Championship Boxing£6.99

Zak Mcracken.....£8.99

**VISIT OUR
SHOP
AT
120a
MYDOLETON ROAD
WOOD GREEN
LONDON
N22 4NQ
081
889 9172
SHOP PRICES
MAY VARY.**

PLEASE MAKE CHEQUES AND P.O.'S PAYABLE TO **EAGLE SOFTWARE**. P&P IS £1.00 PER ITEM IN THE UK. EUROPE: ADD £3.50 PER ITEM. ELSEWHERE: ADD £5.50 PER ITEM. NEW TITLES WILL BE SENT AS RELEASED AND ARE SUBJECT TO MANUFACTURERS' PRICE REVIEWS. E & O E. PLEASE SEND ME MY FREE COPY OF THE REVIEW BOOKLET. ☐ Please quote special offer when ordering for it to apply.

COMPUTER _____ AMIGA _____ DATE _____
 TITLE _____ PRICE _____
 _____ PRICE _____
 _____ PRICE _____
 _____ PRICE _____
 _____ P & P _____
 TOTAL _____

NAME _____
ADDRESS _____

POSTCODE _____ TEL: _____
CARD NO: _____
EXP DATE _____ ACCOUNT NO: _____
ACCESS ☐ VISA ☐ CHEQUE ☐ P.O'S ☐
PLEASE QUOTE ACCOUNT NUMBER WHEN ORDERING

**Don't
Miss**

**OUT
NOW**

FROM THE MAKERS OF THE WORLD'S BEST AMIGA MAGAZINE

AMIGA

FORMAT ANNUAL '94

SPECIAL ISSUE 8





FROM THE MAKERS OF THE WORLD'S BEST AMIGA MAGAZINE

AMIGA FORMAT ANNUAL '94

**YOUR INDISPENSABLE GUIDE
TO THE YEAR AHEAD**

- Expert opinions on the year to come...
- Exclusive news on the kit you will be buying in 1994
- 116 pages of essential Amiga analysis!
- Win an A4000!



☛ Don't miss my own predictions for the Amiga in '94☛

Marcus Dyson, editor of
Amiga Format



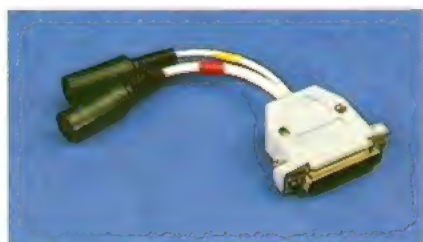
Could this new hardware and software combination really be the solution to all that searching through videos for the right bit?

Nick Veitch sits in the director's chair...

IF YOU'RE ONE of those people who have a lot of video tapes, you're probably also one of those people who have a lot of things on several different tapes which you know would be just that bit more wonderful if they were all on one tape, all edited together nicely.

You can, of course, if you really enjoy doing things the hard way, manually edit everything together – lining up the tapes, pressing the right buttons at the right time and all that nonsense.

You *can* do it, and if you have a lot of tapes, you probably even *have* done it – just the once. It is a tedious task and one which, in this age of enlightenment and computer automation, should be done for you by some technical wizardry. And, of course, it can be.



This interface plugs in to the Amiga and controls the video recorder: either via a LANC socket or the 'magic wand' remote control gadget.

However, video recorders being rather strange things, and video tape editing in particular being a highly specialised occupation, such a piece of technical wizardry has never quite been created to everyone's satisfaction. Various combinations of hardware and software have been tried and some have worked pretty well, considering that it's a difficult job. But mass consumer appeal, either among video enthusiasts or with Amiga fans, remains elusive.

So it is that from time to time some bright spark thinks he's cracked it and a new solution appears. One solution is the Edit Mate system from CamLink, a system converted from the PC package of the same name, and that remains essentially the same, except for the software.

TIMECODING

You must have seen those rough cut music videos they are forever showing on TV that display timings in the top left corner of the picture. These numbers are actually timecodes, and are very useful for deciding the edit points in a clip.

What happens is that the original tape is duplicated, with the numbers overlaid on to the image. This tape can then be viewed to make edit decisions and the timecode data noted. The timecodes should match up exactly (or near enough so as to make little difference) with the original tape, so all you have to do is take a note of the numbers and type them straight into your Edit Decision List.

This is all very well, but how do you get the timecode numbers on the tape in the first place? Well, all you need is Edit Mate and a genlock. The package includes a program which will generate numbers for you at the right speed. Then it is just a simple matter of duplicating the tape with the Edit Mate-generated numbers genlocked over the top.

The Editman package includes various bits of hardware and software. Its main purpose is to control video recorders and make editing several bits of footage down to one tape, but it also includes a sound mixer.



EDIT MATE

You will, of course, need two video recorders: one to play your master tapes and the other to record them on to the finished tape. This screen is used to tell the system what types you are using.



The system consists of cables to link your Amiga to your video decks, a 'wand' for controlling infra-red video recorders, and a sound mixer.

There are two versions of the software, one of which is designed, according to the manufacturers, for a 'normal' Amiga (we can only assume they mean an older 68000-based machine; an A500 or A600) and one curiously labelled Edit Mate A1200 which, turns out to be an optimised version suitable for any Amiga which uses a 68020 or better processor.



The Edit Mate package includes a program that enables you to show timecode numbers on a tape.

The installer program supplied with the software is not exactly a prime example of state-of-the-art coding. For a start it assumes that if you have a hard disk then Workbench is installed on a 'DH0:' partition. This wouldn't be so bad were it not for the fact that since about two years ago the first hard drive on an Amiga system has been called HD0: as default. Strange. Needless to say, the installer is a custom script and not one that uses the Commodore Installer program.

Once the software is actually running all you have to do is set up the edits. Clicking on an edit number will switch the software into edit mode. From here you can control the video player with the



mouse to get to the start of the clip you want to record.

Next step is to mark this position and once again use the mouse to get to the edit out point. You have now successfully completed your first edit. It's certainly not going to cause any great mental strain to anyone with an IQ higher than that of the average monocellular lifeform. Simple and easy-to-use is the order of the day.

You can repeat this process as many times as you like. The edit points will be stored in memory. Once you have all the edits you want all lined up and ready to go, you can then progress to compile an Edit Decision List, or EDL. This is the rough equivalent of a music sequencer, but instead of music it plays video clips.

REQUIRED EQUIPMENT

To use Edit Mate you will need at least one tape device capable of playback which supports either the Sony or Panasonic remote editing protocols.

If your video set up doesn't feature at least one machine that supports either of these protocols, you can forget about Edit Mate.

Almost every Sony and Panasonic model made in the last two years supports these standards, but it is worth checking. The Sony equipment should have a 3.5mm jack socket marked LANC (which apparently stands for L Ancillary Control) and the Panasonic machine will have a strange 5-pin DIN-type socket, usually marked "Remote".

It is worth remembering that only the play unit need support one of these protocols, as long as the record unit can be controlled by an infra-red device. If you are using a camera with playback capability and a VCR as your tape units, the camera must support one of these protocols.

MAGIC WAND

The Edit Mate comes complete with an infra-red wand which can control any infra-red deck. The wand unit plugs into the controller system, which is connected to the parallel port.

There is nothing inherently magic about it actually, it is just a combined infra-red receiver and transmitter. With the software provided, the wand receives and analyses signals from the VCR's remote control unit. These are then stored and can be played back through the transmitter to control the deck.



Looks more like a mouse made somewhere in Eastern Europe, but this is the 'magic wand' which, despite the fancy name, is really a glorified remote control.

These wands are becoming quite commonplace now. Their first use on the Amiga was with Edit Mate's rival, Gold Disk's Video Director, but they were also used with the IFR system on MacroSystems' V-Lab video digitiser.

The main screen is where you control the video recorders, through the icons at the bottom and the odd click of a mouse. Zipping through the source tapes, you build up a list of start and stop points.



Comments can be added to the clips, and if you are feeling confident you can even edit the timing points as well.

Edits can be entered manually, which can save a lot of time if your video decks are not too hot at rewinding. Used in con-

"You can manually edit things together - lining up the tapes, pressing the right buttons at the right time and all that nonsense. You can, and if you have a lot of tapes, you probably have - once. It is a tedious task."

junction with the timecode feature, you could enter all the edits manually if you wanted. In fact, from the main control screen you could set up and perform all the edits yourself, without using the EDL at all. This may not sound too sensible, but it is still a lot easier than pressing all the buttons yourself, believe me.

On the whole the system works well, although perhaps a bit more time could have been spent developing the software for the Amiga version. The sound mixer is a very useful addition to the set-up, although it was probably a little unwise to include it in this pack. Such devices are widely available in photographic/video shops and people heavily involved in video will almost certainly already have one. The audio mixer must be controlled manually, which rather detracts from the automatic ideal of the whole thing. All in all this is not a bad effort, though.

EDIT MATE



DESCRIPTION

Video editing system

MANUFACTURER

CamLink

DISTRIBUTOR

Meridian 081-543 3500

PRICE

£199

RELEASE

Out now

SPEED

Editing is only as fast as the tapes run, so this is not really applicable, but the program is speedy enough.

MANUAL

A very simple and well laid-out manual, is this. Lacking in a trouble-shooting guide though.

ACCESSIBILITY

Incredibly easy-to-use, once you've set it up. Easier than trying to find a 20-second clip on a three-hour tape.

FEATURES

Does everything you could expect. Support for both Panasonic and LANC machines is a good idea.

VALUE

Doesn't compete with the cheaper Video Director from Gold Disk, though it does have the sound mixer.

VERDICT

"A nice effort, but there is still room in the market for a reasonably priced editing system which can control VCRs and also insert Amiga graphics into the live footage. However, Edit Mate is a useful stopgap."

72%

ALICE IN CHAINS (A1200)	120.99
AMT. TOWNSHIP	121.99
JURASSIC PARK	121.99
LINES	114.99
LINES COURTES	117.99
MORPH (NOT A1200)	112.99
NICK PALDO'S CHAMPION GOLF	126.99
NASCAR CHALLENGE	111.99
ONE STEP BETON	116.99
OVERDRIVE	119.99
PIERRE MANAGER 2	119.99
QWAZ	99.99
SEARCH	120.99
ROLES OF ENGAGEMENT	124.99
SENSIBLE SOCCER 92/93	118.99
SIM ANT	125.99
SIM EARTH	125.99
SIM LIFE	126.99
SCABBLE	1
SPACE LEGENDS	123.99
STARS AND STRIPES A1200	123.99
STEVE PICTER II	122.99
STEWALKER	125.99
STUPIDING	136.99
STUDICATE	127.99
SWORD OF SORROW	118.99
THEATRE OF DEATH	121.99
THE PATRICIAN	125.99
TRACON	141.99
WAR IN THE GULF	123.99
TOI JOI	119.99

AMIGA 1200 DESKTOP DYNAMITE

WORDWORTH 2 aga + DIGITA PRINT MANAGER
DELUXE PAINT 4 aga + 2 GAMES - OSCAR &
DENNIS ALL FOR ONLY £339.99 OR LESS.

HARD DRIVE VERSIONS AVAILABLE POA
OPTIONAL 2YR WARRANTY AVAILABLE £27.99

AMIGA 1200 RACE N CHASE

AMIGA 1200 WITH 2 GAMES - TROLLS & NIGEL
MANSELL'S GRAND PRIX ONLY £PHONE

**AMIGA
CD32
£279.99**

HARD DRIVE 1200s

64MEG £ phone
85MEG £ phone
127MEG £ phone
209MEG £ phone

RACE N CHASE or
DESKTOP DYNAMITE

EXTERNAL HARD DRIVE VERSIONS
FROM ONLY £479.99 FOR 120MEG

AMIGA 4000

ALL CONFIGURATIONS AVAILABLE FROM £959.99

ADD A SECOND
IDE HARD DRIVE:

80MEG £119.99
120MEG £159.99
170MEG £189.99
250MEG £229.99
340MEG £299.99

A4000/3000/1500

SCSI INTERFACES
A4091 SCSI INTERFACE £214.99
DATAFLYER SCSI INTERFACE £79.99
3.5" SCSI DRIVES AVAILABLE AT LOW PRICES
170MEG £219.99
212MEG £259.99
340MEG £349.99
540MEG £539.99
1G £949.99

ALSO SUITABLE FOR GVP
& A590 UPGRADES

AMIGA PC386 & PC486
AMIGA 4000 BASED
FROM £1269.99 (cash price)
PHONE FOR DETAILS

HAVE
THE
BEST OF
BOTH
WORLDS

ADD PC COMPATIBILITY TO
YOUR AMIGA 4000

★ PLUG-IN A 386x25 card for just £299.99 cash price
★ PLUG-IN A 486x25 card for just £599.99 cash price

PRINTERS

HP DESKJET
550 COLOUR
£499.99
RECOMMENDED
HP DESKJET 510
£259.99

CITIZEN SWIFT BEST BUY
90 COLOUR
£169.99
CITIZEN SWIFT 240 COLOUR
£254.99
ALMOST
DESKJET
QUALITY

CANON PRINTER RANGE

BJ1081 £199.99
BJ200 £314.99
BJ230 £369.99
BJ300 £419.99
BJ330 £469.99
BJC600 COLOUR £579.99

RECOM LP1200 LASER PRINTER
£784.99

AMIGA 500 HARD DRIVES

GVP HDB FOR A500 & 500+ - NO DRIVE £129.99
GVP SERIES II HDB + 42 Meg for A500 - PRICE DOWN - £191.99
GVP SERIES II HDB + 80 Meg for A500 - PRICE DOWN - £292.99
GVP SERIES II HDB + 170meg SPECIAL PRICE £349.99
GVP SERIES II HDB + 210meg SPECIAL PRICE £399.99

GVP SERIES II HDB for A1500/2000 - NO DRIVE £119.99
GVP SERIES II HDB + 42meg for A1500/2000 £191.99
GVP SERIES II HDB + 80meg for A1500/2000 £292.99
GVP SERIES II HDB + 170meg SPECIAL PRICE £349.99
GVP SERIES II HDB + 210meg SPECIAL PRICE £399.99

The HC 8 Series II can accept upto 8, 1meg x9 51mm in 2 meg steps.
GVP A530/40 ACCELERATOR with 42MB drive £389.99
GVP A530/40 ACCELERATOR with 80MB drive £479.99
GVP A530/40 ACCELERATOR with 170MB drive £549.99
GVP A530/40 ACCELERATOR with 210MB drive £599.99
Please note, due to a shortage of memory chips & alms, prices are rising daily - please phone before ordering.

EMULATORS & ACCELERATORS

VORTEX AT ONCE PLUS 286 PC EMULATOR FOR A500 £109.99
GVP PC286 PC EMULATOR CARD FOR SERIES II HARD DRIVES £99.99
GOLDEN GATE 386SX PC CARD FOR A1500/2000 /4000 £299.99
GOLDEN GATE 486SX PC CARD FOR A1500/2000 /4000 £599.99
OPTIONAL DRIVE CONTROLLER CHIP FOR GOLDEN GATE £34.99
11T 80385/2525 CO-PROCESSOR FOR GOLDEN GATE £59.99
G-POWER 510/25MHz FOR A1500/2000 others available £479.99

SALES

0274

691115

FAX 0274 600150

ALL PRICES INCLUDE VAT

OPEN SUNDAY 10-3PM

TRY US 1ST

TRILOGIC

No.1 IN THE NORTH

A1200 HARD DRIVES

**FIT A HARD DRIVE TO YOUR
AMIGA 600 OR 1200- its
EASY WITH OUR ILLUSTRATED
GUIDE**

★ **PRICE INCLUDES:**
2.5" IDE DRIVE READY
FORMATTED & PARTITIONED; DRIVE
CABLE; FULLY ILLUSTRATED
FITTING INSTRUCTIONS; FIXING
SCREWS + FORMATTING DISK &
RECOVERY HINTS.

★ 64MEG only £159.99*
85MEG only £199.99
127MEG only £269.99
210MEG only £339.99
* special offer

OR WE WILL FIT FREE while U wait
if you take out an extended
warranty at the same time otherwise
£15.00 format & fit charge.
All drive sizes approximate unformatted

MAILORDER OVERNIGHT COLLECTION, FITTING & DELIVERY SERVICE JUST £19.99

2.5" IDE DRIVE CABLE FOR INTERNAL 2.5" DRIVES £9.99
3.5" - 2.5" ADAPTOR CABLE WITH POWER CONNECTOR £21.99 **NEW**

EXTERNAL 3.5" A1200 HARD DRIVES

80MEG £189.99 * COLOUR MATCHED
120MEG £209.99 * ALLOY CASE
170MEG £229.99 * SOFTWARE INCLUDED
250MEG £279.99 * IDE CABLE INCLUDED
340MEG £349.99 * SUITABLE FOR A4000 TOO

These External Hard Units use fast access (<16ms) IDE hard drives, and just
connect straight to the 1200's Ide connector - EXISTING INTERNAL HARD DRIVES
REMAIN IN PLACE AND ARE UNAFFECTED.

EXTERNAL A1200 3.5" HOUSING

3.5" HARD DRIVE HOUSING - £69.99 **NEW**

BUILD YOUR OWN EXTERNAL DRIVE

The Dataflyer IDE comprises colour matched Alloy case for most 1" high 3.5" IDE
or Scsi drives. Complete with Ide 2.5 to 3.5" adaptor & cable (inc power
connector) to connect to 1200's IDE socket + formatting & partitioning software.
Also suitable for Scsi drives. INTRODUCTORY PRICE £69.99 RRP £79.99

AMIGA 1200 UPGRADES

A1200 INTERNAL CLOCK

★ **MODULE - £15.99**
Plugs into internal socket (not fitted
to all 1200s) - fitting invalidates
warranty. **BATTERY BACKED.**

A1200 32BIT 4meg RAM CARD with FPU sht no ram or fpu installed - £74.99

Has one 32bit 5mm socket & socket for 68881 fpu. Memory prices POA

A1200 32BIT 4-meg RAM CARD with 6881 FPU, no ram installed - £127.99

Has two 32bit 5mm sockets & includes 16MHz 68881. Memory prices POA

32BIT 510K FOR HX1 / GVP / A4000 ETC. POA

COLOUR MONITORS

PHILIPS CM8833mk2
ONLY £189.99

★ > 14" SCREEN
> STEREO SOUND
> RGB & COMPOSITE INPUTS
> OR SITE WARRANTY
> OFFICIAL UK MODEL
> C012 COMPATIBLE
(cvbs input)

COMMODORE
10848
£189.99

★ > 14" SCREEN
> STEREO SOUND
> RGB & CVBS INPUTS
> 5-VHS (Y/C) INPUTS
> SUPERB PICTURE
> C012 COMPATIBLE
(y/c input)

COMMODORE 1942

14" DUOSYNC COLOUR
MONITOR
WITH STEREO SOUND
£377.99

EXTERNAL DISK DRIVES

★ **ROCLITE RF382av 3.5"**
EXTERNAL DRIVE £57.99
WITH ANTI-VIRUS & ANTI-CLICK FEATURES. RRP £79.99
OR WITH NEW XCOPY PRO £82.99
EXTERNAL DRIVES FROM £49.99

TRILOGIC MULTISCAN 14

THIS MONITOR IS
OPTIMISED BY US
FOR ALL AMIGAS
IN ALL MODES

HIGH RESOLUTION COLOUR MONITOR

* Dot pitch of 0.28mm for sharp picture
* Antiglare 14" hi-brightness screen.
* Digital memory sizing - for automatic
borderless display in all Amiga modes.
* All controls at front for ease of use
* PC SVGA compatible.
* TRUE MULTISCAN - 15-40KHz horizontal
* TRUE MULTISCAN - 45-90Hz vertical
* Tilt-swivel base included.
★ **ONLY £399.99 INC AMIGA LEAD**

20" MICROVITEC CUBSCAN MONITOR
special offer £949.99

MONITOR LEADS & ACCESSORIES LARGE RANGE AVAILABLE.

ALL - MOST TVs WITH SCART SOCKET TO ALL AMIGAS inc sound lead £13.99
ALTP CM881/10848 MONITOR TO ALL AMIGAS inc sound lead £14.99
ALL 19" HX1 MALE MULTISYNCS LEAD TO ALL AMIGAS £12.99
ALL 15" PIN FEMALE FROM Some multi-sync monitors TO ALL AMIGAS £14.99
ALL 15" PIN MALE FROM Some multi-sync monitors TO ALL AMIGAS £14.99
PRODUCTIVITY LEAD FOR MULTISYNCS MONITORS £29.99
MODULATOR EXTENSION LEAD - eliminates modulator overhang £10.99
MODULATOR SPLITTER - CONNECT MODULATOR & MONITOR AT SAME TIME £16.99
MONITOR SWIVEL BASE FOR 14" MONITORS & TVs £10.99 HEAVY DUTY £12.99
AMIGA C012 MONITOR, TV & VCR LEADS AVAILABLE
MONITOR LEADS MADE TO ORDER - PLEASE PHONE FOR PRICE

integrex

DEDICATED TO PRINTING TECHNOLOGY



**MANUFACTURED
& GUARANTEED
BY INTEGREGX**

COLOURJET Series 2

- ✓ 300dpi Laser Quality Colour/Mono Inkjet Printer
- ✓ Virtually Silent Operation
- ✓ HP Desk Jet 500C Printer Compatible
- ✓ FREE Driver for Windows 3.1 or RISC OS 3.1 or RISC OS 2
- ✓ Optional 70 Page Automatic A4 Sheet Feeder - £47
- ✓ Prints on Plain or Coated Paper
- ✓ Compatible with IBM pc's, Archimedes, RM Nimbus, Commodore Amiga
- ✓ Small Footprint

ONLY £257.00 INC. VAT

BETAJET (Mono) Inkjet

- ✓ 300dpi Laser Quality Mono Inkjet Printer
- ✓ Virtually Silent Operation
- ✓ Small Footprint
- ✓ Optional 70 Page Automatic A4 Sheet Feeder - £47
- ✓ Prints on Plain Paper
- ✓ Compatible with IBM pc's, Archimedes, RM Nimbus, Commodore Amiga
- ✓ Emulates HP Desk Jet +, Epson FX850 and IBM ProPrinters (optional extra)

ONLY £175.00 INC. VAT

Amiga Driver Support

1. Amiga Driver based on 'Studio' is available free of charge with a Colourjet Series 2 or Betajet.
2. Panasonic drivers are available for the Quiet range of printers on request 0800 number.
3. Amiga drivers for Canon and HP printers are available on request when purchasing a printer only. Some drivers may be chargeable.
4. 'Studio' printer utility which supports most printers £41.



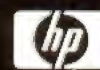
INTEGREGX SYSTEMS LTD,
Church Gresley, Swadlincote
Derbyshire DE11 9PT
Fax: (0283) 550325



Call now for instant response
(0283) 550880
Sales lines open 9am-5.30pm Mon - Fri

Subject to availability despatch is normally effected within 2 days from receipt of cleared payment. Please allow 7 working days for cheque clearance. All orders will be fulfilled within 28 days unless otherwise notified.

ALL PRICES EXCLUDE CARRIAGE - £8.00 NEXT DAY (LASERJETS £12)



**HEWLETT
PACKARD**

Laserjet 4L	£551
Laserjet 4ML Postscript	£927
Laserjet 4P	£905
Laserjet 4MP Postscript	£1269
Laserjet 4	£1233*
Laserjet 4M Postscript	£1609*
Laserjet 4SI	£2689
Laserjet 4SI MX Postscript	£3995

Deskjet 310	£210
Deskjet 310 and Sheetfeeder	£257
Deskjet 510	£241
Deskjet 500C	£286
Deskjet 550C	£483
Deskjet 1200C	£1199
Deskjet 1200 CIPS	£1675

Paintjet XL300 A4	£2019
-------------------	-------

* Special Offer for Limited Period
3 Years On-site Warranty
from £65

Ask for details on HP SupportPack.
Prices include VAT.

Panasonic

PRINTERS

KXP 1170	£112
KXP 1123	£151
KXP 1695	£316
KXP 1624	£245*

QUIET RANGE

KXP 2023 and Sheetfeeder	£169
KXP 2180M	£142
KXP 2180C	£167
KXP 2123M	£163
KXP 2123C	£198
KXP 2124	£233
KXP 2624	£311

LASER

KXP 4410	£479
KXP 4430	£609
KXP 4400	POA
KXP 4440	£936

* Special Offer for Limited Period

Canon

BJC 600	£586
BJC 800	£1540

PRICES ARE CORRECT AT THE TIME OF GOING TO PRINT BUT MAY BE SUBJECT TO CHANGE

Money MATTERS 3

When it comes to cash, keeping a check on where it's all going is not always easy.

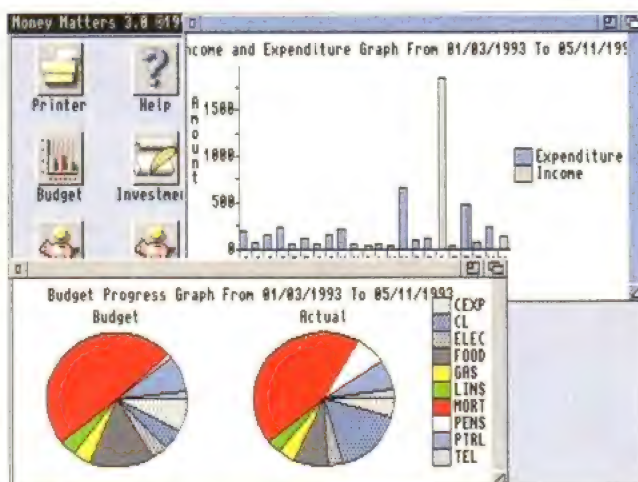
Richard Baguley finds out if this budgeting program is worth its weight...

SOME PEOPLE'S IDEA of budgeting is two streetwise dudes sitting on a sofa in the high street, with one saying "I love money" and the other saying "I hate money". Suffice to say that this sort of attitude is hardly likely to make you the bank's favourite customer. What banks like to see is people in control of their finances, with a good idea of where all the money goes.

The obvious question that springs to mind is what happened to versions 1 and 2, but this is actually version 3 of *Home Accounts*. Much of the functionality of the program is the same, but Digita have added some new features, speeded up the program and added AGA support.

The basic idea of the program is simple. You enter a series of figures which describe your financial behaviour, such as how much you spend on rent, food, and so on. The program takes this data and provides a projection of your financial situation, which can be presented either as a table or a graph. When you actually spend the money, you enter this data, and the program provides an analysis of how far from the truth your estimates are.

The program is certainly easy to use. There's an excellent manual and an equally good on-line help facility which means it's easy to find any information you need quickly. Entering great woadges of figures and setting up the account details is a bit tiresome, but that's hardly the program's fault. It allows you to define as many different types of transactions (such as cash withdrawals, petrol, food) as you like, pending enough memory and disk space. New accounts or transaction types can be added later if needed, so you don't need to worry about getting it completely right first time. Each of the various aspects



The results produced by *Money Matters* can be displayed on a variety of different kinds of graph.

of your data can be assigned to an icon on the program desktop, so you can access it by just clicking on it.

There are also some extras, including an option to determine your net worth, keep track of any shares or bonds and perform a "What if?" calculation. You can also set the program to automatically save the data at specific intervals. If the facts and figures are too depressing, you can always have a quick go at the sliding block puzzle which seems to pop up in all of Digita's products. This even gives you the choice of four different designs for the blocks.

Money Matters is a very flexible program, and it's also very fast. It certainly slows down when you're dealing with a complex set-up, but this is only to be expected. It gives you plenty of control over structuring your data, and the possibility of comparing two different budgets could be extremely useful for determining exactly where your predictions departed from reality.

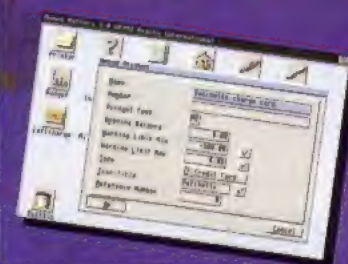


Money Matters makes much use of Digita's Human Interface Protocol (HIP), which simply means it's easy to use.



Altering details once they've been entered is easy. Just double click on the entry, and use the requester.

MONEY MATTERS 3



DESCRIPTION
Home accounts program

PROGRAMMER
D J Merrifield

DISTRIBUTOR
Digita International 0395 270273

PRICE
£49.99 (£19.99 upgrade from *Home Accounts 1 or 2*)

RELEASE
Out now

SPEED ●●●●
Calculation and graph drawing is very fast, even with a complex accounts set up.

MANUAL ●●●●
A well written manual, with an excellent tutorial to show you how to set up your details.

ACCESSIBILITY ●●●●
Entering all of the data is a bit tedious, but it's easy to alter once it's all been input.

FEATURES ●●●●
A large number of ways of presenting and interpreting the data, with lots of graphs and reports.

VALUE ●●●●
For fifty quid, this program is an extremely good way to get to grips with your finances.

VERDICT

“ This home accounts package is easy to use, powerful and quick. If you need to get a grasp of your financial fortunes, it's an excellent program for dealing with the various facts and figures in a quick and efficient way. ”

85%

Magic LANTERN

If a picture tells a thousand words, an animation does it at 25 frames a second. Nick Veitch gets up to speed with Terranova's latest utility.

Retina animations can be displayed in any of the different colour resolutions. Playback from hard disk is possible, but it is slow unless you have a very fast SCSI mechanism.



THE ABILITY TO display static images is all very well. They look particularly nice in the new AGA modes too. But in the real world, things aren't static. They move. *Magic Lantern* attempts to bridge the gap with reality by enabling the user to combine static IFF images into an animation file, which can then be played back on the Amiga.

Thousands of you are probably wondering why I am bothering to go on. Yes, of course you could just load the images into *DPaint*, string them together in *Anim 5* format and replay them. But *Magic Lantern* has a few tricks of its own.

Possibly the most important of these is the choice of animation compression modes. You can select the type of compression used to store the initial frame – normally a form of Run Length Compression (RLC). This is the same way in which *DPaint* would store an animation, but *Magic Lantern* gives you a choice of different RLC modes.

It is also possible to select delta preferences for the rest of the anim. Animations are often stored as delta files, where only the differences between successive frames are stored. These can then be compressed and the result is an animation which is not

necessarily the size of all the initial images combined. This compression can be optimised for playback speed or for size.

The potential use of this software is further extended by its support for 24-bit enhanced graphics cards. The Retina card is supported in 8, 16 and 24-bit modes – which just about covers any replay options you may have. Also covered is the rather obscure GDA card.

The control of the Retina also allows you to select which screen mode the Retina will use, out of the dozens of different resolutions it can handle for all the different colour modes.

Magic Lantern is supported by two player utilities. The first is a play from RAM utility. There is no real difference between this and playing the DIFF files from within the editing software except, of course, that the memory overhead is less if you are disadvantaged in that area.

The other is a play from hard disk routine. Obviously this is a less than ideal solution, but if you have a huge animation there is no other option. The replay speed is reasonable. If you are the lucky owner of a SCSI 2 interface with a really fast mechanism attached, you will probably not notice the difference. But on a normal hard drive, things are less than perfect.

You should be able to manage about 10 frames per second, but if you have saved the animation at a higher frame rate, you will encounter some tedious difficulties. The play routine will attempt to match the selected speed and fail. That isn't a problem. The problem is that it doesn't fail regularly. If the entire anim was slowed by the same amount it wouldn't be that noticeable, but varying display speeds will produce a jerky result and completely ruin any cunning timing you have embedded into the anim structure.

Still, this is a very useful piece of software. It is a lot more effective than the *Makerace* animation system supplied with the Retina, and a lot easier to understand. If you have a Retina, this software is heartily recommended, but for other users, you may as well stick to *DPaint*.



The *Magic Lantern* software is entirely controlled from this screen via various buttons and menus.

MAGIC LANTERN



DESCRIPTION
Animation system

MANUFACTURER
Terranova Development,
PO Box 2202, Ventura,
California 93002-2202, USA

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£99.95

RELEASE
Out now

SPEED ●●●●
Magic Lantern operates pretty fast – it certainly gives *Deluxe Paint* a run for its money.

MANUAL ●●●
A bit short, but well written with useful notes on how best to construct your animations.

ACCESSIBILITY ●●●
With a single screen gadget driven interface, you should be able to use it without instructions.

FEATURES ●●
It has every animation type you could ask for, but it could have supported more cards.

VALUE ●●●
If you have Retina, you have *Makerace* anyway. This isn't significantly better.

VERDICT

“ In spite of its many options, this software is limited in application because it is directed mainly at users of a few 24-bit cards. It is really only worth buying if you have a Retina or GDA card – then it is an excellent purchase. ”

76%

TO ALL OUR CUSTOMERS OLD AND NEW

MERRY CHRISTMAS AND A HAPPY NEW YEAR

FROM ALL THE STAFF AT DIRECT COMPUTERS



OPEN ALL HOURS WELL, NEARLY!

9am-10pm Mon-Sat, 10am-6pm Sunday

SPECIAL OFFERS!!

2.5" Hard Drives for A600/A1200

40 MEG	£119
80 MEG	£189
120 MEG	£209
250 MEG	£349



Including lead, fixing screws & instructions

External A1200 Hard Drives

(These do not void your warranty)

210 MEG	£299
340 MEG	£419

A500/A500+ Hard Drives

80 MEG	£199
170 MEG	£269
254 MEG	£299



By the time you read this, Hard Drive prices may have fallen. Please phone for latest prices

PRINTERS & RIBBONS

Star LC20	£133.00
Star LC100 Colour	£159.00
Star LC200 Colour	£194.00
Seikosha SP1900 9 Pin Mono	£109.95
Seikosha SL95 24 Pin Col	£189.95
Star LC24-30 + Auto Sheet Feeder	£229.95
Star LC24-200 Colour	£274.00
LC20/LC100 mono ribbon	£4.50
LC100 colour ribbon	£6.75
LC24 200 mono ribbon	£5.50
LC24 200 colour ribbon	£13.50
LC200 mono ribbon	£4.50
LC200 colour ribbon	£9.75

LEADS & CABLES

Printer	£3.99
Serial	£3.99
Null Modem	£5.99
Joystick Extender 3 metre	£3.99
Joystick/Mouse Extender	£3.99
Amiga to SCART	£7.99
Amiga to 1084S/8833	£7.99
Analog Joystick Adapter	£4.99
4 Player Adapter	£5.99

LOOK! LOOK! LOOK!

TRACTORFEED DISK LABELS

Now you can print your own professional disk labels!
500 Plain white disk labels on tractor feed, complete with FOUR disks of software and artwork.

**Yours for ONLY
£9.95**

1000 Labels with software

ONLY £13.50

AMIGA HARDWARE

A1200 Race & Chase pack	£269.95
A1200 Desktop Dynamite	£329.95
CD32 + Oscar/Diggers	£289.95
A4000-030 2Mb Ram 170Mb	
Hard drive	£999.95
1084 S Monitor	£174.95
Cubscan 1440 Multisync	£399.95
External Amiga Floppy Drive	£49.95
A500 Internal Floppy Drive	£48.95
A500 512k Ram exp + Clock	£23.50
A500 1.5 Meg Ram exp	£76.95
A500+ 1 Meg Ram exp	£33.95
A1200 2 Meg Ram exp	£109.95
A500 Power Supply	£29.95

DISKS & LABELS

All disks are supplied with labels.
UNBRANDED DISKS are 100% error free.
In the unlikely event that any of our disks are faulty, then we will replace the disks AND reimburse your return postage!

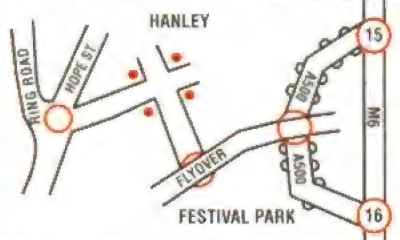
3.5" DSDD Grade A	£0.37 each
3.5" DSDD Grade B	£0.29 each
3.5" Rainbow	£0.44 each
3.5" DSHD	£0.58 each
3.5" DSDD Fuji (box of 10)	£4.90
3.5" DSHD Fuji (box of 10)	£8.90
5.25" DSDD Fuji (box of 10)	£2.50
5.25" DSHD Fuji (box of 10)	£4.90
1000 3.5" labels	£6.50
1000 3.5" tractorfeed	£8.50

STORAGE BOXES

Most types are available for 3.5" or 5.25" disks.	
10 capacity	£0.95
20 capacity	£1.95
40 capacity	£3.49
50 capacity	£3.95
100 capacity	£4.50
80 capacity Banx drawer	£8.49
150 capacity Posso drawer	£15.95
200 capacity drawer	£14.95

VISIT OUR NEW SHOP

9am - 5.30pm
Mon - Sat
9am - 1pm Thursdays



MISCELLANEOUS

Mousehouse	£1.80
Mousemat 9mm thick	£2.50
Diskdrive cleaner	£1.80
A500 Dustcover	£3.50
A600 Dustcover	£3.50
A1200 Dustcover	£3.50
Monitor Dustcover	£3.50
LC20 Dustcover	£3.50
LC100 Dustcover	£3.50
LC200 Dustcover	£3.50
LC24-200 Dustcover	£3.50
Roboshift	£13.95
Amiga Lightpen	£29.95
Optical Mouse	£32.00
Megamouse	£11.95
Megamouse II 400 DPI	£12.95
Point Mouse	£12.95
Altadata Trackball	£26.95
Crystal Trackball	£32.00
Zydek Trackball	£25.95
Zyfi Amp/Speakers	£37.50
Screenbeat Speakers	£24.95
Action Replay Mk III	£56.95
Midi Master	£26.00
Tilt/Turn Monitor Stand	£9.95
2-piece Printer Stand	£3.49
Metal Printer Stand	£8.99
A4 Copyholder	£5.99
Metal Angle Poise Copy Holder	£14.95
A500/A600 ROM Sharer	£14.95
V1.3 ROM	£25.95
Microper! Tractorfeed Paper: 500 sheets	£4.50
2000 sheets	£13.00

JOYSTICKS

All joysticks have autofire feature except those marked *

Trigger Grip Models	
Quickshot turbo	£6.95
Python 1M	£7.99
Jetfighter	£12.00
Topstar	£19.50
Intruder	£21.50
Base Fire Button Models	
Maverick 1M	£12.95
Zipstick	£12.95
Comp Pro 5000*	£10.95
Comp Pro Extra	£12.95
Comp Pro Star	£12.95
Cruiser Multicolour*	£9.95
AdvancedGravis Black	£24.99
Advanced Gravis Clear	£27.99
Comp Pro Star MINI	£14.95
Aviator 1 Flightyoke	£23.50
Handheld Models	
Speedking	£10.50
Navigator	£13.95
Bug	£12.00

ANALOG JOYSTICKS

These Joysticks will fit any Amiga

Warrior 5	£14.95
Saitek Megagrip 3	£19.50
Speedking Analog	£13.95
Intruder 5	£25.50
Aviator 5 Flightyoke	£27.50
Adapter to use any PC analog joystick on an Amiga	ONLY £4.99

Direct

COMPUTER SUPPLIES



0782 206808 • Anytime
0782 642497 • 9.00am-5.30pm Weekdays
0630 653193/0782 320111 • Evenings & Weekends



BUSINESS HOURS

9am to 10pm Mon-Sat, 10am to 6pm Sun

All items and offers subject to availability. E&OE
Postage £3.30: Next Day £3.75

We accept POs, cheques & credit cards

Please write Cheque Card Number on cheque for instant clearance



BUSINESS AND EDUCATION ORDERS WELCOME All Prices inc VAT

DIRECT COMPUTER SUPPLIES 36 HOPE ST, HANLEY, STOKE ON TRENT ST1 5BS

SELECTAFONT

THE UK'S LARGEST
COLLECTION OF
FONTS

250 New Fonts
Recently Added!

PIC n MIX
from over 80 Disks in
ADOBE or COMPUGRAPHIC
Format. Each Disk contains 12
Fonts and costs between
£1.65 and £3.00

THE UK'S
MOST
INEXPENSIVE
FONTS

Each Font Costs
Between 13p-25p

STARBURST POWERLINER AMY NORM
CHINESE ~~DISPOSITIONS~~ ~~NEEDLE~~ hairpin
HEADHUNTER ~~BEYONCE~~ MEDUSA
CSD JERSEY CHILLI CARPENTER

INK-JET/BUBBLEJET SERVICES

Having used Ink-Jets for 3 Years, we feel we are in a unique position to offer a first class service to all of our customers. We only supply PREMIER Ink refills for all printers which we GUARANTEE will give a BETTER quality than from your original Cartridge. We also supply a comprehensive range of Ink-Jet/Bubblejet Consumables including: COLOUR KITS/ORIGINAL CARTRIDGES/CLEANING KITS

Single Refills £6.99
Twin Refills £12.99
6 Pack Refills £24.99

available in Black/Cyan
Magenta/Yellow/Brown
Green/Red/Blue

CLIP ART

We only supply Hi-res Clips
that we have created
ourselves. All disks come
with image catalogue

PROBLEMS?
24 HOUR TECHNICAL
HELPLINE FOR ALL
CUSTOMERS

SCALEABLE CLIPS

available for
PAGESTREAM
P-PAGE/PSETTER

For a Comprehensive Printout of all Fonts
and Details of our other Services, Please
send a large SAE with 36p Postage. (Or
Phone for an Information Pack). Please
include details of your system and the
Software that you will be using.

SELECTAFONT (DEPT AFI,
84 THORPE ROAD, HAWKWELL
Nr HOCKLEY, ESSEX SS5 4JT

PHONE AN INFO-PACK:
TEL 0702 202835
24 HOUR SERVICE



ACCESS/VISA
BARCLAYCARD
MASTERCARD
and all Major Credit Cards accepted
CHEQUES payable to SELECTAFONT
CREDIT CARD HOTLINE
0702 202835

HARD DRIVES

170 MEG SEAGATE

£249.99 INC
VAT

INC FITTING

22 The Forum
Stevenage, Herts
(0438) 354449

5 Lynton Parade
Cheshunt, Herts
(0992) 625323

Unit 6 Midgate
Peterborough, Cambs
(0733) 349696

19 The Broadway
The Bourne, Southgate,
London, 081 882 4942

**The
Logic
Shop**

The Specialist Computer Shop



europaen
computer user

**FREEPHONE
0800 318576**

Fax: 0480 496379

**CHRISTMAS
PRESENTS?**

**SNOW
PROBLEM
(ho,ho,ho)**

ALFRED CHICKEN CD 32	17.99
D-GENERATION CD 32	17.99
MORPH CD 32	17.99
PINBALL FANTASIES CD 32	19.99
ROBOCOD CD 32	17.99
SLEEPWALKER CD 32	19.99
TFX CD 32	23.99
ZOOL CD 32	17.99
ALIEN 3	18.99
AIR BUCKS 1 2 (A1200)	23.99
AIR SUPPORT	10.99
ALFRED CHICKEN	16.99
ALIEN BREED 2 (A1200)	19.99
AMOS PROFESSIONAL	32.99
APOCALYPSE	16.99
AQUATIC GAMES	7.99
ARCHER MACLEANS POOL	15.99
ATAC	22.99
AV8B HARRIER	19.99
BATMAN RETURNS	16.99
BATTLE ISLE 93	15.99
BLADE OF DESTINY	25.99
BLASTAR	15.99
BLOB	15.99
BODY BLOWS	15.99
BODY BLOWS GALACTIC	17.99
BOBS BAD DAY	16.99
BRUTAL FOOTBALL	16.99
CASTLES 2 (A1200)	23.99
CHAMPIONSHIP MANAGER 93	16.99
CHAOS ENGINE	16.99
CHUCK ROCK	5.99
CHUCK ROCK 2	9.99
CIVILIZATION	22.99
CIVILIZATION (A1200)	23.99
COMBAT CLASSICS 2	19.99
COMBAT AIR PATROL	18.99
CONFLICT IN MIDDLE EAST	11.99
CREATURES	13.99
CREEPERS	15.99
CYBERPUNK	22.99
CYBERSPACE	19.99
DARKSEED	23.99
DARKMERE	18.99
DESERT STRIKE	17.99
DIGGERS (A1200)	16.99
DISPOSABLE HERO	22.99
DOGFIGHT	7.99
DOODLEBUG	18.99
DRACULA	18.99
DUNE 2	17.99
DUNGEON MASTER ICHAOS	16.99
EUROPEAN CHAMPIONS	21.99
F117A NIGHTHAWK	17.99

F17 CHALLENGE	8.99
FLASHBACK	21.99
FORMULA ONE GRAND PRIX	12.99
FRONTIER - ELITE II	19.99
GAUNTLET 3	7.99
GOAL	19.99
GOLD OF THE AZTECS	7.99
GRAHAM GOOCH CRICKET	17.99
GRAHAM GOOCH SECOND INNS	14.99
GUNSHIP 2000	19.99
HARLEQUIN	7.99
HERO QUEST 2	16.99
HIRED GUNS	19.99
HISTORYLINE	21.99
HUMANS	10.99
HUMANS DATA DISK	9.99
HUMANS 2	16.99
INDY JONES FATE OF ATLANTIS	24.99
INDY HEAT	5.99
ISHAR (A1200)	16.99
ISHAR 2	17.99
JIMMY WHITES SNOOKER	10.99
JURASSIC PARK	16.99
K-240	16.99
KINGS QUEST 6	28.99
LEMMINGS 2	17.99
LEGACY OF SORASIL	16.99
LINKS-THE CHALLENGE	12.99
LOOM	10.99
LORD OF THE RINGS 2	19.99
LOSTVIKINGS	20.99
LOTUS THE FINAL CHALLENGE	11.99
MAELSTROM	25.99
MAGIC BOY	16.99
MANIAC MANSIONS	9.99
MARIO IS MISSING	17.99
MARIO IS MISSING	19.99
MEAN ARENAS	16.99
MICRO MACHINES	16.99
MICROPROSE GOLF	12.99
MONKEY ISLAND 1	12.99
MONOPOLY	17.99
MORPH	15.99
MORTAL KOMBAT	18.99
NICKY 2	16.99
NOODY'S BIG ADVENTURE	16.99
OVERDRIVE	15.99
OVERKILL (A1200)	14.99
PACIFIC ISLANDS	9.99
PERHILION	20.99
PINBALL DREAMS/FANTASIES	21.99
PINBALL FANTASIES (A1200)	17.99
PREMIER MANAGER	12.99
PREMIER MANAGER 2	15.99

PRIME MOVER	15.99
PROJECT X	9.99
PUSHOVER	8.99
REACH FOR THE SKIES	19.99
ROBOCOD	8.99
ROBOSPORTS	10.99
RULES OF ENGAGEMENT 2	20.99
SECOND SAMURAI	20.99
SENSIBLE SOCCER 92/93	12.99
SIMON THE SORCERER	29.99
SHADOWWORLDS	12.99
SILENT SERVICE 2	13.99
SIM LIFE (A1200)	22.99
SINK OR SWIM	7.99
SOCCER KID	17.99
SPACE HULK	22.99
SPACE LEGENDS	19.99
SPECIAL FORCES	9.99
STARDUST	10.99
STAR TREK NEXT GENERATION	22.99
SUPER TETRIS	8.99
SUSPICIOUS CARGO	6.99
SYNDICATE	21.99
THEATRE OF DEATH	18.99
TITUS THE FOX	7.99
THE BLUE AND THE GREY	22.99
THEIR FINEST HOUR	12.99
THE PATRICIAN	19.99
THE RYDER CUP (A1200)	16.99
TORNADO	23.99
TRACKSUIT MANAGER 94	17.99
TRODDERS	8.99
TWILIGHT 2000	24.99
UNIVERSAL MONSTERS	16.99
ULTIMATE PINBALL QUEST	20.99
ULTIMA V	7.99
UMS COMPILATION	32.99
URIDIUM 2	16.99
VOLIOFIED	6.99
WALKER	17.99
WAR IN THE GULF	19.99
WIZKID	7.99
WIZ N'LIZ	20.99
WHEN 2 WORLDS WAR	22.99
WOLFCHILD	7.99
WORLDS OF LEGEND	16.99
YOJOEI	15.99
XMAS LEMMINGS	14.99
ZOOL	12.99
ZOOL 2	18.99
JOYSTICKS	
CHEETAH BUG	10.99
MAVERICK	10.99
ZIPSTICK	10.99

All items are subject to availability.

Prices can be subject to change. E & O E

Post and packing: UK = 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.

E.E.C. = £3.00 per item; Non-E.E.C. = £6.00 per item;

Swift Air E.E.C. = £5.75 per item; Swift Air Non E.E.C. = £9.00 per item

Next Day Courier = £5.00 per consignment (Up to 5kg. Deliveries Mon-Fri Only)

Titles marked with a * may not be released at time of going to press.

Please telephone for availability and a full copy of our terms and conditions.

Titles marked with a + are available at the price shown while stocks last.

VISA



OPEN ALL DAY SATURDAY

NAME

ADDRESS

POSTCODE PHONE

ITEM PRICE

ITEM PRICE

ITEM PRICE

(Please indicate whether you require Disk or CD-ROM)

Visa / Mastercard / Switch Number:

Switch Issue No: Card Expiry Date:

SIGNATURE:

POSTAGE

TOTAL

Make cheques payable to:
European Computer User
& send to:
Units A2/A3 Edison Road
St. Ives, Huntingdon
CAMBS PE17 4LF

The One-Stop MUSIC SHOP



It 'catapults you into the world of professional, CD-quality stereo audio.' At least, that's what Blue Ribbon would have you believe. Andy Nuttall finds out what The One-Stop's really got to offer.

THE AMIGA HAS long been crying out for 16-bit sound capability. At its launch, 8-bit sound with sampling was unheard of in home computers. And in the last couple of years pressure has been put on Commodore to introduce 16-bit sound as standard on Amigas, to keep them one step ahead of the competition. Even with the new AGA machines Commodore have remained with the proven 8-bit engine, so it's up to third-party manufacturers to come up with the goods.

Based around E-Mu Systems' Proteus 1 MIDI sound module, Blue Ribbon's One-Stop Music Shop promises to be the Messiah for the Amiga faithful. Certainly, it's got the technical spec to make it a winner – 4Mb of 16-bit sampled sounds in ROM, MIDI compatibility, link for MIDI sequencers and a built-in MIDI interface.

The 4Mb of ROM on the One-Stop card contains over 210 sampled sounds and waveforms, from which you build up and synthesise your own sounds. When you first load up the *One-Stop Editor*, the sounds are arranged into 128 different presets, and 64 drum maps – effectively 64 separate drum kits.

One-Stop is obviously aimed at the novice synthesist, because the layout of the editor is simple and intuitive. It lays all the



Now the Amiga can compete with top professional recording equipment thanks to the One-Stop Music Shop package.

elements of each sound out as a simple schematic diagram, with boxes representing operators such as LFOs and modulators, and arrows linking them all together. Of course, many recent synths use similar graphics, but One-Stop has the advantage of a full Amiga screen to display everything clearly.

Each sound can be made from up to two separate samples, arranged as Primary and Secondary instruments, chosen from the list of 210. When you play this sound, both instruments will be heard simultaneously, the volume of each depending on the position of a slider called a Cross Fader. For example; if you want to create a

harsh bass sound, you might select a Slap Bass preset as your Primary Instrument. To make it more punchy you could select a tight Kick Drum sound as your Secondary, and make it, say, half the volume of the Primary. When played, the Kick Drum and Slap Bass will be played simultaneously, hopefully creating the sound you require.

As you might expect, there are plenty of functions provided to alter your sound. A separate ADSR function for each instrument enables you to alter the Attack, Decay, Sustain and Release components of your sounds; while three modulation sources control how the sound is played. Two LFOs (Low-Frequency Oscillators) provide familiar effects such as vibrato and tremolo, while an Auxiliary Envelope function means you can add cross-fade, pitch bend and other effects to your sound.

Also, if you're controlling One-Stop from an external MIDI keyboard, you can set up each sound to play differently depending on how hard you strike the keyboard, and the position of the pitch and modulation wheels. One-Stop also enables you to control elements of your sound using up to three footswitches. Phew!

When you plug One-Stop into your MIDI setup, you get a fully-functional sound module, with 32-voice multi-timbrality. That means you can assign a different sound to each of the 16 MIDI channels supported by One-Stop, and play them all simultaneously – in stereo.

"Ah, but what if I use my Amiga as a MIDI sequencer?" you say. Fortunately that doesn't stop you from using One-Stop's

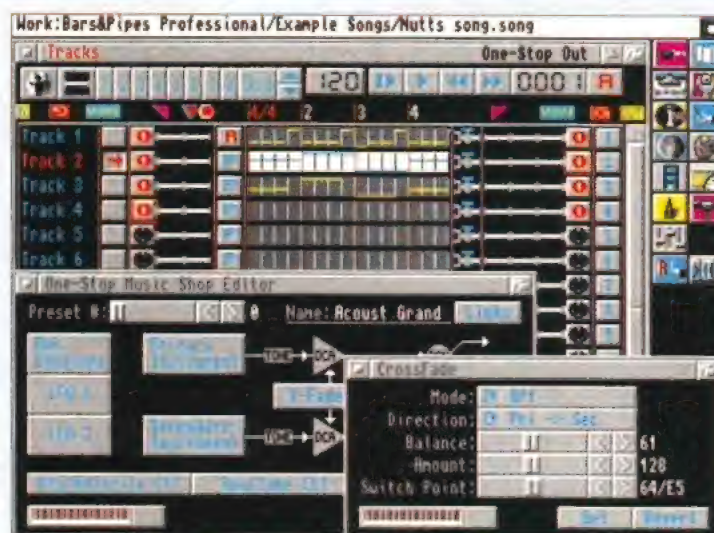
ONE-STOP NEPOTISM

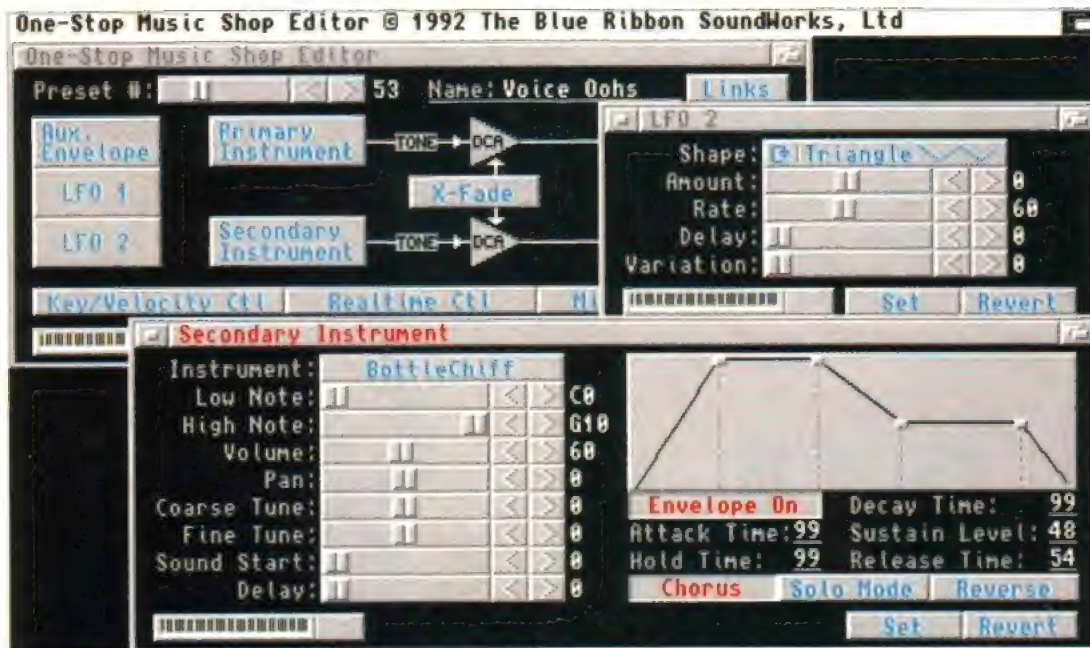
Understandably, Blue Ribbon have made The One-Stop Music Shop compatible with all their music software and hardware. Given that their other products are among the best on the Amiga anyway, this isn't really a problem. On the contrary, it makes Amiga composition a lot simpler to learn and do.

On the One-Stop disk are several tools and accessories which can be dragged into the relevant drawers on your *Bars & Pipes Professional 2* disk. Then you can simply use the SoundEngine In and Out tools instead of the MIDI In and Out tools on the main sequencing screen. All MIDI information coming from the SoundEngine tracks is directed to the One-Stop card using System Exclusive (SysEx) data.

Similarly, accessories are provided for connection to Blue Ribbon's *SuperJAM!* auto-composition package (which you'll find on a disk stuck to the front of this very magazine). *SuperJAM!* composes music for you, following certain musical guidelines you give it for different styles – Jazz, Soul, Rock, and so on. Instead of using Amiga internal sounds, it plays the One-Stop's 16-bit samples instead – with some amazing results.

One-Stop sounds can be sequenced directly from *Bars & Pipes Professional 2*, avoiding the need for a separate sequencer. You can even edit sounds from within *B&P Pro 2* as well!





sounds. If you happen to be using *Bars & Pipes Professional 2*, Blue Ribbon's MIDI sequencer (reviewed AF46, FG90%), then using One-Stop sounds alongside MIDI notes is simple (see box below). If you're using another sequencer, then you can simply connect the MIDI Out from your MIDI interface to the MIDI In port of One-Stop, and bingo! You can play your synthesised sounds. There's a program called *LoopBack* on the One-Stop disk which you run before loading your sequencer – this tells One-Stop to expect MIDI information from your interface.

It seems as though Blue Ribbon have thought of everything. Their programs have always used similar interfaces, and they are designed to be compatible with each other – but One-Stop is possibly their most important package yet.

The sound capabilities answer the prayers of all Amiga musicians: clean, crisp samples, which are easily configurable into the sounds you want; software which is simple to use for the novice, but has enough features for the hardened muso. Then, a built-in MIDI interface, giving you 16 MIDI channels.

Each button calls up an editing window. These will be familiar to synth veterans, but newcomers may take a short while to understand them – the manual doesn't provide much basic information.

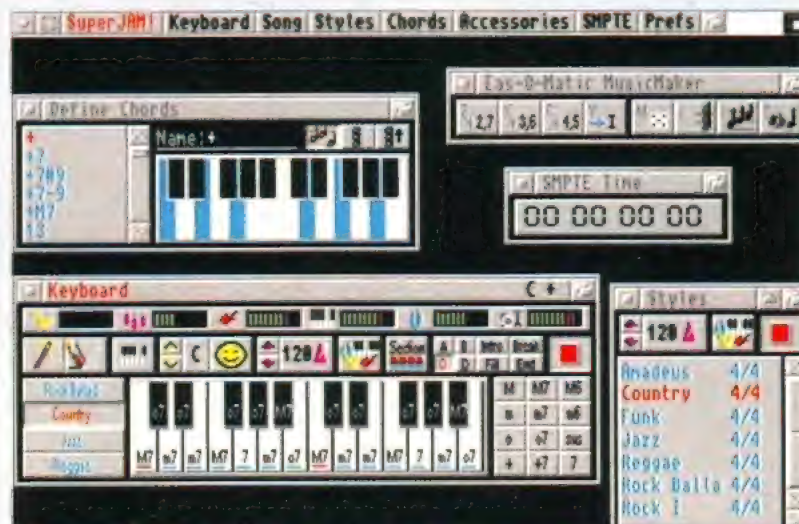
As well as controlling the One-Stop card, the Editor enables you to set the system to be controlled from external MIDI equipment – keyboards and foot pedals.

Incidentally, Blue Ribbon also manufacture a MIDI interface called *Triple Play Plus*, which gives you 48 MIDI channels, so combined with One-Stop you get 64 channels – incredibly powerful stuff.

The One-Stop Music Shop brings the Amiga into competition with top professional recording equipment; equalling or improving anything other machines have to offer. With Blue Ribbon promising further Music Shops, including one based on the amazing Kurzweil sampling keyboards, the Amiga's sound actually matches the excellence of Amiga video. All we need now is for Commodore to include it as standard in their next generation of machines.



Blue Ribbon's *SuperJAM!* can use One-Stop's voices instead of the Amiga's internal sounds. You know what *SuperJAM!* does – it's on this issue's Coverdisk!



ONE STOP MUSIC SHOP



DESCRIPTION
16-bit sound card

MANUFACTURER
Blue Ribbon Soundworks Ltd

DISTRIBUTOR
Meridian Distribution
081-543 3500

PRICE
£ 499.95

RELEASE
Available now

SPEED ●●●●
The patches take 30 seconds to download when you switch one, but after that it's all speedy.

MANUAL ●●●
A bit thin on the page count, but it serves its purpose. Could do with more synthesis theory.

ACCESSIBILITY ●●●●●
Easy to install and get going, highly configurable and compatible with all software tested.

FEATURES ●●●●●
Selected sounds from all four Proteus sound modules, and software is powerful enough to drive it all.

VALUE ●●●●●
Less than the price of one Proteus module. Doesn't have all the sounds, but incredible value anyway.

VERDICT

“ **Stunning 16-bit hardware, based on proven professional technology, with good software. A combination which Amiga users have, until now, only dreamed of – and now they're one step ahead of the competition.** ”

92%

RSD
CONNECTIONS
LTD

**MANUFACTURERS, SUPPLIERS
OF COMPUTER CABLES,
PERIPHERALS AND ACCESSORIES**

AMIGA 500

£49.95
inc. VAT
S.R.P.

AMIGA 600

£39.95
inc. VAT
S.R.P.

AMIGA 1200

£49.95
inc. VAT
S.R.P.

NEW

ALL PACKS INCLUDE:

FREE

**DUST COVER
MOUSE HOLDER
MOUSE PAD**

**JOYSTICK/MOUSE
CABLE SET
A500 & A1200 ONLY**



**BRITISH
MADE**

THESE WORK CENTRES ARE AVAILABLE
FROM THE FOLLOWING INDEPENDENT DEALERS:-

AMBERLEY
ACQUITTION
ALFRETON
ALTONHAM
BARNESLEY
BARROLD
BEDFORD
BRIDGEND
BRIMINGHAM
BRISTOL
BRIGHTON
BRISTOL
CANTERBURY
CARDIFF
CHESHIRE
CHESTERFIELD
COVENTRY
DARTMOUTH
DEBBY
DONCASTER
DUNSTABLE

MILBURN SOFTWARE
PC COMPUTERS
WOODMAN HARDWARE
MICRO FUN
MICRO FUN
THE COMPUTER STORE
COMPUTER MALL
THE COMPUTER STORE
KNOWLEDGE BOX
NAN DISK
B.C.S.
PERSONIC COMPUTERS
COMPUTER WORLD
COMPUTER SUPER CENTRE
THE LOGIC SHOP
MICRO PLAN
* SOFT
THE COMPUTER STORE
THE COMPUTER STORE
THE COMPUTER STORE
COMPUTER MALL

HUBBARD SOFTWARE
 P.V. COMPUTERS
 GORDON HARWOODS
 MICRO FUN
 MICRO FUN
 THE COMPUTER STORE
 COMPUTER MAIL
 THE COMPUTER STORE
 KNOWLEDGE BOX
 M/DISK
 B.C.S.
 PERSONIC COMPUTERS
 COMPUTER WORLD
 COMPUTER SUPER CENTRE
 THE LOGIC SHOP
 MICRO FUN
 I/SOFT
 THE COMPUTER STORE
 THE COMPUTER STORE
 THE COMPUTER STORE
 COMPUTER MAIL

0224 211560
0254 235083
0773 836781
081 828 6294
0228 301063
0226 294124
0234 216228
0778 732394
021 798 4440
021 643 6222
0773 536289
0272 566341
0237 786788
0232 390286
0960 843044
0246 536232
0203 565208
0236 781048
0236 222960
0202 205490
0202 473747

GREAT YARMOUTH
HALL WAX
NORTHWOOD
HOOVERFIELD
HULL
HULL
HUSCH
HUSCH
LEEDS
LINCSTER
LISH ON SEA
LONDON (DOXTON)
LONDON (SOUTHGATE)
LOUGHBOROUGH
LOWESTOFT
MACTON
MAIL ORDER
MANCHESTER
MANCHESTER
MELTON MOWBRAY
MILTON (SOUTHGATE)

THE MICRO SHOP
THE COMPUTER STORE
COMPUTER MALL
THE COMPUTER STORE
THE COMPUTER STORE
THUNDERBOLTS WORLD
BITS AND BYTES
COMPUTER MALL
THE COMPUTER STORE
3 MARS
PLATINUM PC
EMAGISM
THE LOGIC SHOP
COMPUTERBASE
A RETURN
COMPUTER WORLD
SPECIAL RESERVE
MANFIELD COMPUTES
THE COMPUTER STORE
MICROFUTURES
THE COMPUTER STORE

0402 842097
0402 309077
0402 500450
0404 514405
0482 255536
0487 24887
0473 218961
0473 214888
0522 429284
0533 516789
0702 471082
071 608 0824
081 882 8503
0908 270056
0952 519846
0922 877115
0279 860294
0923 832912
0923 861214
0964 880389
0942 285299

SALFORD KEYNES
NEWCASTLE-UNDER-LYME
NORTHAMPTON
NORWICH
NORWICH
NOTTINGHAM
NOTTINGHAM
OLDHAM
PETERBOROUGH
PORTSMOUTH
RAVENSBURG
REDCAR
ROTTERHAM
SALISBURY
SCUNTHORPE
SHEFFIELD
SHEFFIELD
SHEFFIELD
SOUTHAMPTON
SOUTHEND

SOFTLY
COMPUTER HOUSE
NORTHANTS COMPUTER
ONE STOP BYRON
SOFTWARE EMPORIUM
WINING COMPUTERS
LONG EATON SOFTWARE
THE COMPUTER STORE
HOME AND BUSINESS
THE LOGIC SHOP
WISBEY
PLATINUM PC
THE COMPUTER STORE
MICRO FUN
COMPUTER PAGE
THE COMPUTER STORE
MICRO FUN
THE COMPUTER STORE
THE COMPUTER STORE
LG COMPUTERS
SES COMPUTERS

1.14000 6.71400 200
07700 7.11100 8
00000 122.00000
00000 5.00000 7
00000 6.00000 3
00000 4.00000 3
00000 7.20000 6
00000 5.00000 5
00000 6.00000 8
00000 14.00000 5
07700 6.00000 5
00000 1.00000 5
00000 4.00000 2
00000 6.00000 2
00000 4.00000 6
00000 6.00000 2
00000 5.00000 2
00000 6.00000 2
00000 5.00000 2
00000 6.00000 2
00000 7.00000 2
00000 7.00000 2
00000 7.00000 2

STEVENAGE
ST NEOTS
STOCKTON
STOCKTON
STIVINGTON
SWANSEA
SWANSEA
LICKFIELD
WAKEFIELD
WAKEFIELD
WALLASEY
WALTHAMSTOW
WATFORD
WESTON-SUPER-MARE
WESTON-SUPER-MARE
WIMBORNE
WOLVERHAMPTON
WOLVERHAMPTON
WORTHING
WORTHING
WYKE

THE LOST SHOP
COMPUTER MALL
THE COMPUTER STORE
TOSHIBA
ATRON COMPUTERS
MARTIN COMPUTERS LTD
BYTES & BITS
MICRO FAN
THE COMPUTER STORE
COMPARISON
COMPUTER WORLD
SAS MICROSYSTEMS LTD
JACKIES CORNER
JOYSTICKS
HAPPY COMPUTERS
MICRO BUSINESS CENTRAL
MIDWEST FIVE
WORKING COMPUTERS
THE COMPUTER STORE
WITCOM

0438 264446
0680 477117
0642 818212
0642 678802
0449 779911
0736 488854
0796 461082
0625 789102
0674 706286
0624 796759
0611 636104
081 5091300
0953 204602
0944 829992
0944 664527
0943 734001
091 333 3446
0909 415877
0903 210801
0904 640954
0904 661466

CRAZY CHRISTMAS OFFERS FROM BCS

DISKS! DISKS! DISKS!

100% CERTIFIED ERROR FREE
PLUS FREE DISK LABELS

50	3.5" DS/DD	£21.99
100	3.5" DS/DD	£35.99
150	3.5" DS/DD	£55.99
200	3.5" DS/DD	£66.99
300	3.5" DS/DD	£99.99
400	3.5" DS/DD	£132.99
500	3.5" DS/DD	£159.99

All prices include VAT/free labels
REMEMBER, THESE PRICES INCLUDE FREE DELIVERY

DISKS + 100 CAP BOXES

100% CERTIFIED ERROR FREE
PLUS FREE DISK LABELS

50	3.5" DS/DD + 100 cap box	£25.99
100	3.5" DS/DD + 100 cap box	£39.99
150	3.5" DS/DD + 100 cap box	£58.99
200	3.5" DS/DD + 2 x 100 cap boxes	£75.99
300	3.5" DS/DD + 3 x 100 cap boxes	£110.99
400	3.5" DS/DD + 4 x 100 cap boxes	£147.99
500	3.5" DS/DD + 5 x 100 cap boxes	£179.99

All prices include VAT/free labels
REMEMBER, THESE PRICES INCLUDE
FREE DELIVERY

DISKS + 80 CAP BANX BOXES

100% CERTIFIED ERROR FREE
PLUS FREE LABELS

50	3.5" DS/DD + 80 Cap Banx Box	£32.99
100	3.5" DS/DD + 80 Cap Banx Box	£45.99
150	3.5" DS/DD + 2 x 80 Cap Banx Boxes	£74.99
200	3.5" DS/DD + 2 x 80 Cap Banx Boxes	£89.99
300	3.5" DS/DD + 4 x 80 Cap Banx Boxes	£110.99
400	3.5" DS/DD + 5 x 80 Cap Banx Boxes	£145.49
500	3.5" DS/DD + 6 x 80 Cap Banx Boxes	£235.99

All prices include VAT/free labels
REMEMBER, THESE PRICES INCLUDE
FREE DELIVERY

★ PACK 1 ★

NEW Amiga CD32
Oscar & Diggers
ONLY
£278.99

★ PACK 2 ★

NEW A1200 Desktop Dynamite Pack. Includes
A1200, Deluxe Paint IV AGA, Dennis, Wordworth
AGA, Oscar, Digita Print Manager+ FREE Microswitch
Joystick and Dust Cover
£325.99

★ PACK 3 ★

NEW A1200 BCS PACK
Includes A1200 + Nigel Mansell's Grand Prix AGA
+ Trolls AGA + FREE Microswitch and Dust Cover
£279.99

★ PACK 4 ★

NEW A1200 Desktop Dynamite Pack + 85Mb
Hard Drive Microswitch Joystick & Dust Cover
ONLY £515.99

NEW! NEW! NEW!

A1200 4Mb Blizzard Board £179.95
Blizzard 1230 Turbo Board £244.95
68030 40 Mhz £179.95
4Mb RAM for 1230 Turbo £179.95

BCS EXTRAS PACK

Includes Microswitched joystick, dust cover, mouse
mat, 10 3.5" DS/DD Disks, Disk Box, Cleaning Kit.
ONLY £20.00
Available only when purchasing Amiga machines

COMMODORE 1084S COLOUR
MONITOR + LEAD + DUST COVER
£179.99

A1200 EXTERNAL HARD DRIVES

OVERDRIVE 130Mb HD £239.99
OVERDRIVE 170Mb HD £284.99

LIMITED OFFER

Nigel Mansell's Grand Prix AGA version + Trolls
AGA version
ONLY £24.99 (INCL P+P)

PANASONIC 2123 COLOUR
PRINTER + WORDSWORTH S/W
£215.99

MICROVITEC 14"
Colour Multisync monitor.
ONLY £399.99

ACCESSORIES/JOYSTICKS

1000 Coloured Labels	£8.00
1000 Tractor Labels (White)	£10.00
Mouse Mat	£2.75
Mouse Holder	£2.50
14" Monitor Stand	£10.00
Printer Stand	£6.00
3.5" Cleaning Kit	£2.75
Printer Ribbons	£CALL
Parallel Lead	£8.00
Zipstick	£11.50
QS Python IIIM	£9.50
Amiga Mouse	£15.95
Joystick Extension Lead	£6.95

PRINTER RIBBONS

PRINTER	BLACK BRANDED	COLOUR COMP BRANDED
Citizen 120D	£3.40	£2.70 N/A
Citizen Swift 9	£3.40	£2.70 £15.30
Citizen Swift 24/24E/224	£4.70	£2.70 £15.30
Panasonic 1124	£8.50	£3.58 N/A
Star LC-10	£4.47	£3.06 £6.70
Star LC-20	£4.47	£3.06 N/A
Star LC200	£6.11	£4.70 £12.30
Star LC24 10/15	£5.58	£3.53 N/A
Star LC24-200	£5.58	£3.53 £13.25

Call for prices on any ribbon
ADD £1.50 P+P

WORD PROCESSING SOFTWARE

PENPAL £29.95
FINAL COPY II £57.95
NEW FINAL WRITER £94.95

INKJET CARTRIDGES & REFILLS

HP Deskjet Black Ink Cartridge	£17.50
HP Deskjet Black Dual Capacity Ink Cartridge	£27.47
HP Deskjet 500C Colour Ink Cartridge	£29.37
Canon BJ10e/ex Black Ink Cartridge	£16.99
Black Twin Refill Kit	£14.98
Colour Twin Refill Kit (3 cols)	£29.85
500C Colour Refill Kit	£14.98
Amiga Colour Separation Software	£39.95
Canon BJ00 Cart (BJ02)	£19.99

ADD £1.50 P+P

DISK BOXES

3.5" 10 Cap	£1.00
3.5" 40 Cap	£4.10
3.5" 100 Cap	£4.50
3.5" 150 Cap Posso Box	£16.50
3.5" 80 Cap Banx Box	£10.99
5.25" 10 Cap Box	£1.10
5.25" 50 Cap Box	£5.10
5.25" 100 Cap Box	£5.90
5.25" 70 Cap Posso Box	£16.50

DUST COVERS

A500	£3.50
A600	£3.50
STAR LC200	£3.50
STAR LC-24 200	£3.50
CITIZEN 9	£3.50
CITIZEN 24	£3.50
PHILIPS MKI/II	£3.50
ATARI	£3.50

ADD £1.50 P+P

HIGH DENSITY 3.5" DISKS
60p each, 100 for £61
inc labels and postage

INKJET PRINTERS

Canon BJ10 SX	£219.99
Canon BJ200 Mono	£329.95
Canon BJ230 Mono	£374.99
Canon BJC 600	£575.99
HP 510 Mono	£284.95
HP 550 Colour	£539.99

Established now for over 4 years BCS has thousands of satisfied customers throughout the UK. Come and see our new showroom in Brighton. We also stock Amiga, Atari, PC, Sega & Nintendo hardware and software. We also operate a Sega game rental scheme. Don't delay, Call BCS today

ORDER HOTLINE: Tel:0273 506269 Fax:0273 551477

Send cheques / postal orders to:

BCS Ltd., 295 Ditchling Road, Brighton, East Sussex BN1 6JH

Add £4 p&p unless stated. Add £10 next day. All prices include VAT.

All offers subject to availability. E&OE. Cheques will be held for clearance.

Licensed credit brokers for Lombard Tricity Finance Ltd.

SHOP PRICES AND PACKS MAY VARY



SOFTWARE DEMON

39/40 QUEENS CHAMBERS, QUEENS STREET, PENZANCE, CORNWALL, TR18 4HB

COMPUTERS

AMIGA A400/040

The flagship of the Commodore Amiga range. Based around the 68040 processor. Comes with Hard Drive, 2+4 RAM and WB3.

85Mb version	£1899
120Mb version	£1919
170Mb version	£1939
250Mb version	£1979
340Mb version	£2069
426 Mb version	£2149

AMIGA A4000/030

The same specifications as it's big brother but designed around the 68030 processor. Comes with a Hard Drive, 1+1 RAM and WB3. (FOR 2+2 ADD £69)

85Mb version	£899
120Mb version	£969
170Mb version	£999
220Mb version	£1015
256Mb version	£1039
340Mb version	£1099
426 Mb version	£1199

HAVE A SECONDARY HARD DRIVE FITTED AT THE SAME TIME AS PURCHASING YOUR A4000

85Mb	£899
120Mb	£129
170Mb	£149
212Mb	£189
250Mb	£229
330Mb	£299

CD32 CONSOLE

This machine represents the future of home entertainment and video game play. A self contained CD console which you can expand to a full CD based home computer.

• ALL FOR JUST £279 •

UPGRADES

Finding that your A4000/030 isn't quite man enough for your present projects? Never fear Software Demon is here.

68040 CPU, MMU,
40MHz FPU, 040 PANEL
PHOTON £699

50MHz CLOCK SPEED,
50MHz FPU, MMU
HELLFIRE £299

MATHS CO-PRO (PLCC)

33MHz 68882 (WITH CRYSTAL)	£99
40MHz 68882	£129

MEMORY

single sided SIMMS module for A4000	
1Mb RAM	£39
4Mb RAM	£149

ACCELERATORS

Our accelerators are produced for the A1200 by GVP, a watch word in quality and reliability. Both boards are user fittable via the trapdoor so as to maintain your warranty.

GVP SCSI/RAM BOARD

This board has slots for up to 8Mb of Ram, a maths co-pro (FPU) and has and includes an SCSI interface as standard.

0Mb/NO FPU	£179
4Mb/33MHz FPU	£349
SCSI CABLE KIT	£44

GVP A1230 BOARD

This board features a 68030 processor as standard and also has slots for up to 8Mb of RAM and a maths co-pro.

0Mb/NO FPU	£269
4Mb/40MHz FPU	£439

GVP ACCESSORIES

33MHz 68882 FPU	£69
40MHz 68882 FPU	£129
32bit 1Mb RAM	£64
32bit 4Mb RAM	£153

SOFTWARE

GRAPHICS

REAL 3D 2	£378.50
ART DEPTH PRO	£134.99
MORPH PLUS	£136.99
DPAINT AGA	£66.00
DPAINT IV	£59.99
SCENERY ANIMATOR 4	£54.99
VISTAPRO 3	£44.99
MAKE PATH	£23.99
TERRAFORM	£23.99
SCALA MM210	£ POA
SCALA MM300	£ POA

UTILITIES

X-COPY PRO	£31.99
GB ROUTE PLUS	£32.99
LATTICE C v6.1	£259.00
DIRECTORY OPUS	£46.50
VIDEO BACKUP	£49.95
QUATERBACK	£47.50
DEV PACK 3	£53.99
VIDI AMIGA 12	£81.95
DISTANT SUNS v4.2	£39.99

MUSIC

STEREO MASTER	£29.99
BARS & PIPES PRO	£215.99
TECHNOSOUND 2	£58.50

WP & DTP

WORDWORTH 2	£78.99
FINAL COPY 2	£74.99
PEN PAL	£28.95
PAGESETTER 3	£43.99
PRO DRAW v3.0	£64.99
PRO PAGE v4.0	£89.99

GAMES

CIVILAZATION AGA	£39.00
CIV AGA UPGRADES	£19.00

(SEND YOUR DISK AND DETAILS)



ORDER HOTLINE (0736) 331039

TECHNICAL SUPPORT AND FAX (0726) 331499

PLEASE MAKE CHEQUES AND P.O PAYABLE TO "SOFTWARE DEMON Ltd."

PLEASE QUOTE YOUR CREDIT CARD NUMBER AND EXPIRY DATE

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE. E&OE. ALL TRADEMARKS ACKNOWLEDGED.



Creating stylish titles for you videos can really give them a professional touch.

And a new program from InnoVision is designed to do just that, so Richard Baguley finds out how much of a starring role it can play...

Montage is controlled through a series of menus at the bottom of the screen.



Montage 24

IF YOU WANT people to actually watch your videos, the first thing to do is to get them interested. This means providing titles that leap out of the screen and beat them around the head. After all, the titles will probably be the first bit of your latest mega epic they see...

With plenty of programs such as *Text* (AF40 Coverdisk), *Scala* or *Adorn*, the Amiga has never been short of ways of producing titles. You could even use a drawing program like *DPaint*, although this is less flexible than a dedicated program. But there's been one thing missing from all of these programs – the ability to produce 16-million-colour titles using the numerous 24-bit graphics cards available for the Amiga.

Montage is designed to do exactly this. Although it's based around creating 24-bit files, it can also be used on an AGA machine without a graphics card. But be warned: this program requires at least 8Mb of memory, and when you start creating large titles with complex animations, you will need more.

Montage only works directly with two 24-bit cards: the OpalVision and the GVP IV-24. If you have either of these, you can display files directly from within the program, and run most of the various animation effects that come with it. If you have any other 24-bit card (such as the Retina or Piccolo II), you have to save the titles out as 24-bit IFF files and display them using software that comes with the card. *Montage* also works in HAM8 mode on AGA machines, and the quality is nearly as good as 24-bit.

Montage only has eight fonts and it uses a proprietary format which means you can't use the Compugraphic or bitmap fonts which abound in the PD. Given that this program is designed for creating titles eight fonts just aren't enough for serious or

The main image is not a true representation of the final image, but only a quick preview.

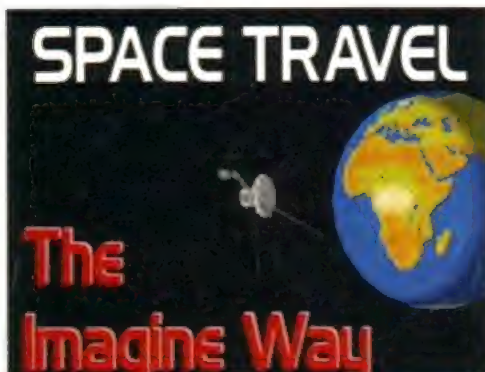


professional use. Additional fonts are available from the programmers, and a program which allows you to use PostScript fonts will be available shortly.

One you've created your titles, *Montage* can animate them. It's got nowhere near as many effects as *Adorn*, with 13 for AGA users, 20 for OpalVision cards and two for IV24 cards. The playback is very smooth, even in super hi-res mode.

There is also one serious bug in this version (V 1.0) of the program. *Montage* defaults to certain directories when you try to load a new file. If you want a file from another directory, it brings up a requester which reboots the machine. So, you have to copy all the files you need to the correct directories before starting the program. This brings up another irritating aspect of the program – *Montage* turns off multitasking, thus you can't run other programs at the same time.

This program occupies a curious middle ground. It has fewer animation effects than *Adorn* (which will soon support AGA modes), but it can work in 16 million colours. You can't do any more with it than you can with *AdPro*, *ImageFX* and some ARexx scripts, both of which support Compugraphic fonts. But it's faster to produce titles using *Montage*, so if speed is vital to you it may be worth the high price. ☺



Montage is certainly easy to get the hang of. Using the program for the first time, this title page took about 10 minutes to create.

MONTAGE 24



DESCRIPTION

Titling and graphics software

MANUFACTURER

InnoVision Technology

DISTRIBUTOR

Meridian 081-543 3500

PRICE

£329.95

RELEASE

Out now

SPEED

Even on a fast machine, it takes a long time to render both the images and the fonts.

MANUAL

Extremely good, with plenty of examples to work through, and all of the technical info on the program.

ACCESSIBILITY

It's certainly easy to use, despite its quirks. Support for more graphics cards would have been good.

FEATURES

Lack of support for Compugraphic fonts is unacceptable. PostScript fonts require an extra program.

VALUE

For this price, you could get hold of a copy of *AdPro* and *ProControl* and still have some change.

VERDICT

“ Useful for producing large numbers of 24-bit titles quickly, but the lack of support for Compugraphic fonts and the way Montage turns off multitasking make it less of a realistic option. Perhaps the next version... ”

68%

If you want a quicker Amiga, then adding Fast memory could speed things up, as Richard Baguley explains...

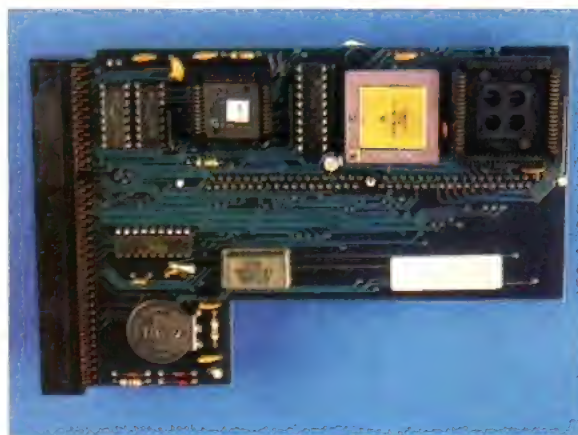
ALTHOUGH THE A1200

is by no means a slow machine, there are times when some people need, or even crave, more speed. If you are one of these speed-hungry users, then you could well be interested in the latest RAM expansion offering from Power Computing - the PC1208 which can hold up to 8Mb of memory and an FPU running at up to 50MHz.

Adding this sort of Fast memory to your A1200 will certainly speed things up, because the Central Processing Unit and custom chips won't have to fight for access to the Chip memory.

All of the memory on the PC1208 is 32-bit Fast memory, which increases the speed more than twice (by 2.19 times to be precise). Whether this will double the speed of your programs is another question, but if a program is written to use Fast memory, it will certainly run faster with this card fitted.

PC1208 Memory EXPANSION



The PC1208 gives you more Fast memory and an FPU running at up to 50MHz.

The PC1208 takes its memory in a single SIMM slot on the bottom of the card, so if you want to upgrade your card from 2Mb, or 4Mb, to 8Mb you'll need to replace the existing SIMM. Fortunately there is an easy solution to replacing the existing SIMM because Power are planning to part-exchange SIMMs, although prices have not yet been fixed. Other companies offer similar schemes.

The card can also hold a maths co-processor (either a PGA or PLCC type) so there shouldn't be any prob-

lem getting hold of an Floating Point Unit, but if the FPU is running at a different speed to the CPU, you'll need a crystal, which plugs into the other socket.

The PC1208 Memory Expansion is a very well-constructed card, with a clean design and at a good price. I would have liked to have seen another SIMM socket, but this isn't a real problem, because most dealers offer part exchange deals on SIMMs, so upgrading should not present you with too many difficulties.

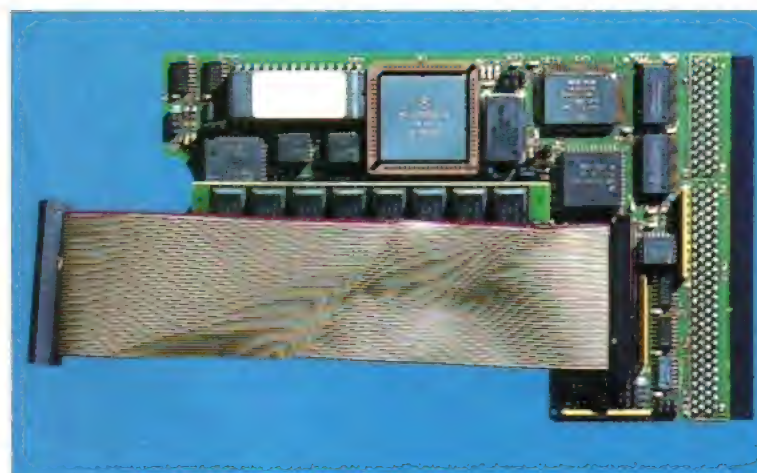
...And Nick Veitch gives you the lowdown on GVP's new runner in the A1200 RAM and SCSI expansion stakes.

IF THERE IS one thing that A1200 owners learn early it is that there is only one trapdoor slot. This means that whatever you decide to add to your A1200, you are stuck with it. There may be wacky American companies working on a trapdoor doubling board, but even if one does appear it will require some inventive expansion through your desk to use more than one card.

The solution is to get everything on one card, and that is what GVP are attempting to do in the shape of the SCSI + RAM board. As well as a fairly hefty RAM expansion, it also features a through port of sorts which is actually a SCSI interface. There are many SCSI devices available, although the most common use for SCSI is as a hard disk controller.

The port is controlled by a custom VLSI (Very Large Scale Integration) chip, designed and produced by GVP. Manufacturing custom chips of this complexity is

SCSI + RAM



The SCSI + RAM can increase the speed of a standard A1200 substantially. But if you want to get the most out of the SCSI port, you'll need to buy an adaptor.

not a simple task, and it is also expensive, therefore the development of such components by GVP would imply that they will continue to develop hardware expansions for the A1200.

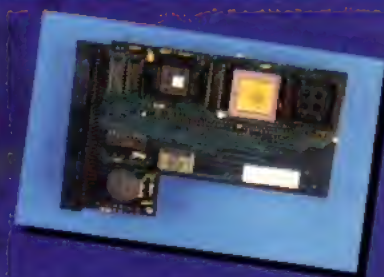
The Fast RAM installed on the card will speed up your Amiga on its own, simply because all sorts of data caches can be set up in areas of memory which are exclusively accessed by the CPU. Coupled with the optional 68882 FPU this gives a

speed increase of 2.19 times that of the standard A1200. Not bad.

Memory expansion can run up to 32Mb on the card, using GVP's own 16Mb SIMM modules. SIMMs can even be mixed, as long as the 16Mb one occupies the first slot (and you make sure you have set up the jumpers correctly).

The SCSI + RAM is impressive, but expensive, especially because you have to buy an adaptor to make the SCSI port in any way useful.

PC1208



DESCRIPTION

A1200 RAM Expansion

MANUFACTURER

Power Computing
0234 843388

PRICE

£264.95 (4Mb, 20 MHz FPU)
£465.95 (8Mb, 20 MHz FPU)

RELEASE

Out now

VERDICT

"A well-designed RAM card at a good price. Two SIMM slots would have been better."

86%

SCSI + RAM



DESCRIPTION

A1200 RAM and SCSI Expansion

MANUFACTURER

GVP (Silica 081-309 1111)

PRICE

£149 (no FPU or memory)
£399 (with 4Mb and FPU)

RELEASE

Out now

VERDICT

"Impressive, but the SCSI interface really should have a more standard connector."

76%



WORLD
CLASS

AMIGA
PERIPHERALS

**NEW! - 50MHz A1200
ACCELERATOR + FEATURE CONNECTOR**

VIDEO GENLOCK FOR ALL AMIGAS



This extremely high quality Amiga genlock, from GVP, has an intuition-based software control panel with full ARexx and command line interfaces. Easy to use the G-Lock genlock features many sophisticated attributes among which are:

- Two Composite Video Inputs or S-Video (Y/C) Input
- Simultaneous Composite & S-Video and RGB Output
- Video Processor - Real Time Software Control of Video Attributes (Sharpness, Gain, Brightness etc)
- ARexx Compatible
- Works with Flicker Fixers
- Multiple Keyer Modes
- Full Audio Support



G-LOCK
£299
INC VAT - YTD 2500

ACCELERATORS FOR AMIGA 1200

68030EC - 40MHz RAM/FPU UPGRADE



ACCELERATOR - The 68030EC processor on A1230 Turbo upgrades the normal Amiga 1200 processor (CPU). The new version is nearly nine times the speed of the 68020 in standard A1200s.

32-BIT RAM - The A1230 Turbo can have up to 32Mb of high speed 32-bit RAM.

MATHS CO-PROCESSOR - The A1230 Turbo can be fitted with a maths co-processor.

- 68030EC processor running at 40MHz
- Easy Fitting Trapdoor Expansion - Doesn't Void Your Warranty
- Up to 32Mb of 32-bit RAM
- Doesn't Disable PCMCIA Interface
- Optional 68882 Co-Processor - much faster than the obsolete 68881



40MHz 68030EC ACCELERATOR + RAM CARD & OPTIONAL FPU
0mb RAM NO FPU £249 4mb RAM NO FPU £379 4mb RAM 40MHz FPU £499

68030 - 50MHz RAM/FPU + FEATURE CONNECTOR

The new GVP A1230-II is the most advanced accelerator for the A1200 yet.

- 50MHz 68030
- Built-in Memory Management
- Optional 50MHz FPU
- Up to 32Mb 32-bit RAM
- Unique Feature Connector

The new A1230-II has a custom feature connector which allows a whole range of state-of-the-art Amiga peripherals to be attached.

The first of these is a SCSI interface called the A1291, and is GVP's fastest SCSI controller yet. It features:

- DMA SCSI Design
- Fastest ROM Controller
- High Speed, Unique DPRC Technology for Direct HD to Memory Transfer

50MHz 0mb RAM £379 50MHz 4mb RAM £579 A1291 SCSI ADAPTER £79

24-BIT GRAPHICS CARD FOR A1500/A2000/A3000/A4000



EGS Spectrum is the answer to all your 24-bit graphics card requirements. It is a high performance, high resolution, 24-bit board that will take any Amiga 1500,

2000, 3000 or 4000 beyond AGA! But the hardware is only half of the picture. Without quality software, your investment will be wasted. Not only does GVP's own award winning graphics application ImageFX fully support EGS Spectrum, but also, using a Workbench driver, nearly all existing Amiga Workbench compatible applications will also work on and support the EGS Spectrum system.

- 1mb or 2mb of On-board Memory
- On-board Hardware BLITTER
- Future Re-targetable Graphics Support
- Zorro II or Zorro III Autosensing
- Scan Rates up to 80kHz
- 80,000,000 Pixels/sec Pixel Display Speed (8-bit)
- Programmable Display Resolution 320x200 to 1600x1280
- Supports Data Transfer Rates up to 12mb/sec on Zorro III Systems

EGS SPECTRUM

1mb RAM **NEW! £349** 2mb RAM **NEW! £399**
INC VAT - YTD 2500 INC VAT - YTD 2500

HARD DRIVE CARD FOR A1500/A2000/A3000/A4000



The HC8+ is a high speed hard drive & RAM card which can also be used to increase your Amiga's RAM by up to 8Mb RAM.

**A FULLY
FEATURED
SCSI
INTERFACE
FOR A4000s**

- High Speed DMA SCSI Controller Can Handle upto 7 Devices
- Ultra Fast Access SCSI Hard Drive Option - See Below
- Supplied Unpopulated the HC8+ can be Upgrade to Give You up to 8mb of FAST RAM - See Below for Details
- Direct Memory Access Style Design for Top Speed Transfer

HC8+ HARD DRIVE CARD
0mb HD £129 42mb HD £199 80mb HD £299 120mb HD £399
INC VAT - YTD 2500 INC VAT - YTD 2500 INC VAT - YTD 2500 INC VAT - YTD 2500

RAM UPGRADE CARDS
GVP HC8+ INCLUDES 8 SIMM SOCKETS FOR EASY INSTALLATION OF FAST RAM. THE HC8+ WILL ACCEPT 2, 4, 6 or 8mb USING 2, 4, 6 or 8 SIMMS
1mb SIMM **£35** PER SIMM
INC VAT - MEM 3628

8-BIT SOUND SAMPLER FOR ALL AMIGAS

NEW!



Capture sound from an external source and play it back in stereo or mono on your Amiga. The latest version of GVP's Digital Sound Studio (DSS8+) enables you to create audio effects for use in games or jingles.

- New Style High Impact, Clear Poly-Carbonate Casing
- Simultaneously Holds up to 31 Sound Samples in Memory
- Real-time Oscilloscope, Spectrum Analysis, Echo & Reverberation
- AREXX Compatible
- Microphone Input
- MOD File & MIDI Compatible
- FREE Samples Disk

**DSS8+
£69**
INC VAT - MJD 2100

ACCELERATORS FOR AMIGA 1500 & 2000

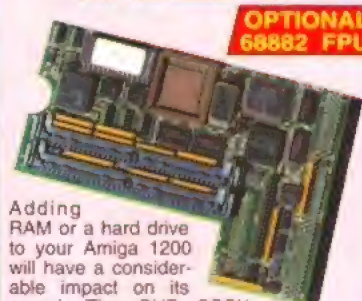
FAST! 32-bit
GVP offer a range of A1500/A2000 accelerators that simply outstrip the competition for speed and specifications.

SPECIAL OFFER SAVE £135!
42mb QUANTUM £99

G-FORCE ACCELERATORS	030 40MHz	030 33MHz
Speed MIPS*	12.1	30
Processor	68030EC	68040
Maths Co-Pro.	68882 included	In 68040 processor
Std 32-bit RAM	4mb	4mb
Max 32-bit RAM	16mb	64mb
Extras	SCSI	SCSI Ser/Par
PRICE	£699	£1299
	INC VAT - UPG 1000	INC VAT - UPG 0740

SCSI/RAM EXPANSION FOR THE AMIGA 1200

**OPTIONAL
68882 FPU**



Adding RAM or a hard drive to your Amiga 1200 will have a considerable impact on its speed. The GVP SCSI/RAM allows you to enhance your Amiga 1200 with both. Its SCSI hard drive interface is one of the fastest, whilst its 32-bit RAM upgrade is based on the same technology featured in the best-selling A1230.

- Built-in, SCSI Hard Drive Interface - Enables 2.5" SCSI Hard Drives to be Connected Inside the A1200 Casing
- Optional 8mb of 32-bit RAM
- Optional 68882 Maths Co-processor

SCSI/RAM BOARD
NOW INCLUDES SCSI KIT FREE OF CHARGE
0mb RAM **NEW! £149** 4mb RAM - NO FPU **NEW! £349** 4mb RAM - 33MHz 68882 FPU **NEW! £399**
INC VAT - RAM 1200 INC VAT - RAM 1200 INC VAT - RAM 1200

MULTI-MEDIA AUTHORIZING FOR A1500/A2000/A3000/A4000



ALL-IN-ONE GRAPHICS CARD
Impact Vision 24 is a fully featured video card. Unlike other graphics cards which require you to buy extra modules later, IV24 has everything you could want from a video board built-in!

custom Video Interface Unit (VIU). This gives you more choices for in and outputting video signals than any other Amiga peripheral on the market. VIU-CT splitter provides additional RGB, X, R-Y and B-Y output.

FREE SOFTWARE WITH IV24
Create stunning 3D rendered images, retouch captured images and wipe between 2 video sources with 50 packaged video transitions for production studio effects. Also included is MacroPaint 2, a powerful 24-bit graphics package which can paint in 16.6 million colours.

- 1.5Mb 24-bit, 16.6 million Colour Buffer
- Real-time Frame Grabber/Digitiser
- De-interlaced, Video Flicker Fixer
- Moveable/Sizeable PIP (Picture-in-Picture)
- 2 Video Genlock (RGB & Composite)
- 768 x 580 Resolution
- Captured Image Retouching/Processing
- Animation/3D Rendering
- FREE!
Calligari 24, MacroPaint 2, MyLad and Desktop Darkroom Software

A1500/A2000 ADAPTOR £49.95 - GVA 5224
IV24 inc VIU-S **£1499** IV24 inc VIU-CT **£1899**
INC VAT - VSD 1000 INC VAT - VSD 1000



THE SILICA SERVICE

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. We can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- **BUSINESS + EDUCATION + GOVERNMENT:**
Volume discounts are available. Tel: 081-309 0888
- **SHOWROOMS:**
We have demonstration and training facilities at all our stores.
- **THE FULL STOCK RANGE:**
All of your requirements are available from one supplier.
- **FREE CATALOGUES:**
Will be pleased to provide special offers and full details of hardware, peripherals and software.
- **PAYMENT:**
We accept most major credit cards. Cash (cheque or monthly terms) also available.



HOT LINE 081-309 1111

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm) No Late Night Opening	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111 Fax: 081-309 0808
CROYDON SHOP: Debenhams (2nd Floor) 11-31 North End, Croydon, Surrey, CR9 1RQ Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday 7pm		Tel: 081-688 4455 Fax: 081-688 4455
ESSEX SHOP: Kaddies (2nd floor), High Street, Southend-on-Sea, Essex, SS1 1LA Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.30am-5.30pm) Late Night: Thursday 7pm		Tel: 0702 468039 Fax: 0702 468039
IPSWICH SHOP: Debenhams (2nd floor), Waterloo House, Westgate St, Ipswich, IP1 3EH Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday 7pm		Tel: 0473 287092 Fax: 0473 287092
LONDON SHOP: Selfridges (Baker Street) Oxford Street, London, W1A 1AB Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday 7pm		Tel: 071-580 4000 Fax: 071-580 4737
LONDON SHOP: Selfridges (Baker Street) Oxford Street, London, W1A 1AB Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday 7pm		Tel: 071-580 4000 Fax: 071-580 4737
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday 7pm		Tel: 081-302 8811 Fax: 081-309 3217

To: Silica, AMFOR-1293-68, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms/Ms: Initials Surname

Company Name (if applicable)

Address:

Postcode

Tel (Home): Tel (Work):

Which computer(s), if any, do you own?

SOFTWARE

Some of the following games titles are limited offers at the time of going to press. Order early to avoid disappointment. We stock all the latest titles which we offer at **30% OFF** R.R.P.

EDUCATIONAL

ADI English (11/12 or 12/13)	16.99
ADI English (13/14 or 14/15)	16.99
ADI French (11/12 or 12/13)	16.99
ADI French (13/14 or 14/15)	16.99
ADI Maths (11/12 or 12/13)	16.99
ADI Maths (13/14 or 14/15)	16.99
ADI Junior Counting (4/5)	13.99
ADI Junior Counting (6/7)	13.99
ADI Junior Reading (4/5)	13.99
ADI Junior Reading (6/7)	13.99
Answerback Junior	13.99
Answerback Senior	13.99
Arithmetic (Answerback data)	7.49
Spelling (Answerback data)	7.49
Better Maths (12-18)	13.49
Better Spelling (over 8)	13.49
Cave Maze	10.99
Count and Add	16.99
First Letters	6.99
Fraction Goblins	10.99
FunSchool2 (2-5, 5-7, or 8+)	6.99
FunSchool3 (2-5, 5-7, or 8+)	16.99
FunSchool4 (2-5, 5-7)	16.99
FUN SCHOOL 4 (7+) Only	9.99
FunSchool Maths 7-11	16.99
FunSchool Paint+Create	16.99
FunSchool Spelling 7+	16.99
Henrietta's Book of Spells	7.99
Hooray for Henrietta	7.99
Kid Pix (Paint Package)	16.99
KidsAcademy WWW 4-8	13.99
KidsAcademyShop'n 6-8	13.99
KidsAcademyPuzzle 6-8	13.99
Lets Spell at Home	13.99

TRIPLE ACTION

**Titus the Fox
Ghostbusters 2
Targhan**

£9.99

Lets Spell at the Shops	13.99
Lets Spell Out and About	13.99
Maths Adventure	13.49
Maths Dragons	10.99
Maths Mania (over 8)	13.49
Mavis Beacon Typing 2	19.99
Mega Maths	16.99
Micro English	16.99
Micro French	16.99
Micro German	16.99
Micro Maths	16.99
Micro Science	16.99
Micro Spanish	16.99
Mickey Mouse ABC	16.99
Mickey Mouse Jigsaw	16.99
Mickey Mouse Memory	16.99
Mickey Mouse 123	16.99
Mix & Match	16.99
Noddy's Playtime	16.99
Noddy's Big Adventure	16.99
Paint Me a Story	14.99
Picture Fractions	10.99
Reasoning With Trolls	10.99
Shapes and Colours	6.99
Shoe People	7.99
Sooty's fun with numbers	13.99
Spellbound	7.99
Telling The Time	10.99
Things to do Numbers	13.99
Things to do Words	13.99
Thomas Tank fun words	13.99
Three Bears	13.49
Tidy The House	10.99
Time Files	10.99
Distant Suns 4.2	42.99

CHAMPIONS
Manchester United,
World Champ. Boxing
Manager,
J.Khan Squash.

Only £9.99
OK A500+ and A600

POST HASTE

11a, Burgate Lane, Canterbury, Kent. CT1 2HH

TRY US.. WE LIVE UP TO OUR NAME.. RING NOW!!!

TEL.0227-764204 9.30am to 7.00pm

(Answerphone outside normal hours)

Select any 3 titles £7.99 or less for only £20.00

GAMES

688 Attack Sub	9.99
Action Stations	7.99
Addams Family	7.99
Agony	7.99
Alien Breed 92	7.99
Armalite	6.99
Ashes of the Empire	9.99
Bard's Tale III	7.99
Batman the Movie	6.99
Battlechess	7.99
Battle Squadron	6.99
Blitzkrieg	7.99
Bloodwych	6.99
Boston Bomb Club	7.99
Bubble Bobble	6.99
Bubble Dizzy	6.99
Budokhan	9.99
Bully Sporting Darts	6.99
Cardiann	7.99
Carrier Command	7.99
Centurion Def. of Rome	7.99
Champ Manager 94 Data	7.99
Chart Attack (James Pond)	9.99
Chase HQ 2	7.99
Christmas Lemmings	12.99
Chuck Rock	9.99
Chuck Rock 2	9.99
Classic 4 (ok kick 1.3)	6.99
Colossus Chess X	6.99
Count Duckula 2	6.99
Deluxe Strip Poker 2	9.99
Dizzy Prince of Yolkfolk	6.99
Double Dragon 2	7.99
Edd the Duck 2	6.99
F15 Strike Eagle 2	11.99
F16 Combat Pilot	7.99
F17 Challenge	8.99
F19 Stealth Fighter	10.99
F29 Retaliator	9.99
Falcon	9.99
Fantasy World Dizzy	6.99
Face Off Hockey	7.99
Final Flight	7.99
Flight of the Intruder	9.99
Flimbo's Quest	7.99
Future Wars	9.99
Gem X	6.99
Ghouls 'n' Ghosts	6.99
Golf (Microprose)	11.99
Gunboat	9.99
Hero Quest	7.99
Hook	7.99
Indianapolis 500	9.99
Indy Jones+L.C.Gr.Adv	9.99
Jack Nicklaus Golf	6.99
Jaguar XJ220	9.99
John Barnes Football	7.99
Keef The Thief	7.99
Kick Off 2	7.99
Killing Game Show	7.99
Knights of the Sky	11.99
Laet Ninja 3	7.99
Leander	9.99
Linux Golf (2 drives)	11.99
Little Puff	6.99
Lombard RAC Rally	6.99
Lords of Time	6.99
Lotus 2	7.99
Lotus 3	9.99
M1 Tank Platoon	9.99
MacDonaldland	9.99
Magician Dizzy	6.99

VISA, MASTERCARD,
EUROCARD and P.ORDERS
are despatched same day!
Please allow 4 working days
for cheques to clear.
CHEQUES/P.ORDERS
payable to **POST HASTE**,
11a, Burgate Lane,
Canterbury, Kent, CT1 2HH
Overseas Orders add £2.00
postage for Software.
Hardware overseas postage
charged at cost. Prices are
subject to alteration.

Man. United Europe	7.99
Maniac Mansion	9.99
Mega Twins	7.99
Mercs	7.99
Microprose Soccer	6.99
Midwinter	9.99
Midwinter 2	11.99
Myth	7.99
Narco Police	6.99
Navy Seals	7.99
New Zealand Story	6.99
North & South	6.99
Oh No More Lemmings	9.99
Operation Stealth	9.99
Ork	9.99
Outrun Europa	7.99
Pacific Islands	9.99
Pacland	7.99
Pacmania	7.99
Pang	6.99
Parasol Stars	7.99

Robin Hood Adv.	9.99
Rodland	7.99
Secret of Silver Blade	14.99
Shadow Dancer	7.99
Shadow of the Beast 3	9.99
Shadowlands	7.99
Silent Service 2	11.99
Simpsons	7.99
Slightly Magic	6.99
Smash TV	6.99
Spellbound Dizzy	6.99
Streetfighter	7.99
Strikefleet	9.99
Stunt Car Racer	6.99
Supercars 2	7.99
Super Monaco GP	7.99
Switchblade 2	7.99
Swiv	7.99
Team Yankee	7.99
Tennis Cup 2	7.99
Terminator 2	6.99

SERIOUS

VIDEO & MULTIMEDIA	
Adorage	54.99
Big Allem, Scroller 2	54.99
Broadcast Titrer 2	174.99
Hyperbook	49.99
Scala	174.99
Scala 500	74.99
TV Text Professional	74.99
TV Show 2	49.99
Videotitrer 1.5 3D	69.99
Video Director	94.99
Video Fonts (Gold Disk)	39.99
WORDPROCESSING	
Final Copy II V2	74.99
SoftFaces 1,2,3 or 4 (Font)	54.99
SoftClips	37.99
Penpal	29.99
Excellence 3	54.99
Protext 4.3	39.99
Protext 5.5	99.99
Transwrite	9.99
Wordworth 2	49.99
Typesmith	109.99
SPREADSHEET	
ProCalc	124.99
Advantage	39.99
DG Calc	28.99
Maxiplan 4	39.99
DATABASES	
Infofile (Fast Ram Only)	19.99
Superbase Personal 2	19.99
Superbase 4	99.99
SuperbasePro4 v1.3	199.99
INTEGRATED (WP/SS/DB)	
InterOffice	37.99
Mini Office	37.99
Gold Disk Office	49.99
DESKTOP PUBLISHING	
Pagesetter 3	49.99
PageStream	129.99
Publisher	34.99
Pro Page 4	99.99
Pro Draw 3	89.99
Outline fonts	99.99
Gold Disk Fonts 1-4	34.99
Expert Draw	49.99
CAD	
X-CAD 2000	89.99
X-CAD 3D	299.99
X-CAD Professional	89.99
ACCOUNTS	
Arena Accounts	69.99
Home Accounts	22.99
Home Accounts 2	34.99
Cashbook/Final Accounts	49.99
Person Finance Manager	27.99
GRAPHICS	
Deluxe Paint IV AGA	64.99
Deluxe Paint 3	14.99
Brilliance	129.99
Spectracolor	54.99
ProFills	24.99
Turboprint Professional	34.99
Art Department Pro 2.15	129.99
Morph Plus	139.99
3D MODELLING & RENDERING	
4D-Professional	199.99
Expert Draw 4D Jnr	47.99
Sculpt 3DXL	84.99
Sculpt Animate 4D	199.99
Vista Professional V3	44.99
Makepath (Vista Pro)	24.99
Imagine 2	149.99
Real 3D Pro/Turbo V2	319.99
Real 3D Classic	67.99
Scenery Animator V4	54.99
PROGRAMMING	
Easy AMOS	22.99
AMOS Professional	32.99
AMOS Pro Compiler	22.99
Devpac 3	49.99
Hisoft Pascal	74.99
GFA Basic 3.5	7.99
MUSIC	
Bars & Pipes Pro 2	209.99

TOP TITLES SPECIALS

Putty, J. Madden's Fball, Sensi Soccer 82/93, Prem
Manager2, Chaos Engine, Worlds of Legend, Battle Isle 93,
Curse of Enchantia, Alfred Chicken, YoJo!, Jurassic Park, Zool2,
Alien3, Premier Manager2, Unidum2, Goal..... **£16.99 EACH**

BodyBlows, Superfrog, Scrabble, Streetfighter 2 **£17.99 EACH**

1889, 2nd Samurai, Alien Breed 2, Caesar Deluxe, Castles,
Combat Air Patrol, Canon Fodder, Desert Strike, Dune 2,
Elite 2, Flashback, G.Gooches Cricket, Ishar 2, Lionheart,
Mortal Combat, Pinball Fantasies, Populous 2, Rally, Soccer
Kid, Space Legends, Sports Masters, War in Gulf, Whales
Voyage, Theatre of Death..... **£19.99 EACH**

Civilisation, Campaign, Nick Faldo Golf, Gunship 2000,
History Lines, Sim Earth, Legend of Kyandia, A-Train, B17
Fortress, Syndicate, Sim Life, F117 Nighthawk (ring),
Patrician, Doglight, Ancient Art of War, Space Hulk,
Tornado, Rules of Engagement 2..... **£22.99 EACH**

Monkey Island 2, Indiana Jones Fate Atlantis..... **£23.99 EACH**
Legends of Valour, Blade of Destiny..... **£25.99 EACH**

CD32 TITLES IN STOCK PLEASE RING

Pictionary	6.99	Test Drive II	6.99
Pinball Magic	7.99	Thomas Tank & Friends	6.99
Pirates	9.99	Thunderbirds (ok kick 1.3)	7.99
Pitfighter	6.99	Thunderhawk	7.99
Pools of Darkness	14.99	TOKI	7.99
Popeye 2	6.99	Trivial Pursuit	6.99
Populous & Lands	9.99	Turbo Outrun	6.99
Postman Pat 3	6.99	Turrican	6.99
PP Hammer	6.99	Turrican II	7.99
Prehistorik	7.99	Ultimate Golf	7.99
Premier	9.99	Utopia + New Worlds	9.99
Premier Manager	9.99	Video Kid	7.99
Prince of Persia	6.99	Voodoo Nightmare	6.99
Pro Tennis Tour	6.99	White Death	7.99
Project X	8.99	Winning 5 Compilation	7.99
Qwak	8.99	World Leaderboard Golf	7.99
Railroad Tycoon	11.99	WWF Wrestlemania	7.99
Rainbow Islands	6.99	Z-Out	6.99
RFI Baseball 2	6.99	Zak McKracken	9.99
Rick Dangerous 2	7.99	ZOO! 2	9.99
Robin Hood (Codemasters)	6.99		

All Prices Include Delivery To Your Door.

DECEMBER ORDER FORM

Name _____
Address _____
Tel. No. _____
Cheque/Credit No. _____
Expiry Date _____ Description of _____
Customer Ref. No. _____ Machine _____
Titles _____

You name it!... We do it!...
Just phone and we'll quote!
WE STOCK ATARI ST S/W
WE STOCK IBM/PC S/W
WE STOCK SNES CARTS.
WE STOCK SEGA CARTS.
WE STOCK LYNX CARTS.
WE STOCK C64 CARTS.
WE STOCK CD32
MAIL & TELEPHONE
ORDERS ONLY!.....

NO PERSONAL CALLERS!

ADVANCE BOOKINGS

We accept advance orders for new releases. You can order with peace of mind as we will despatch on day of release. Your account will not be debited until date of release.

Superjam V1.1	79.99
Tiger Cub	74.99
Music Mouse	9.99
Quartet	19.99
Stereo Master	29.99
Deluxe Music C. Set 2	59.99
Technosound Samples V2	34.99
Multi Interface + Lead	19.99
MISCELLANEOUS	
Cross Dos 5	34.99
PC Task	34.99
Directory Opus 4	54.99
Ami-Back	34.99
Ami-Back Tools	34.99
GB Route Plus (New Vers.)	34.99
Quarterback 5 H/D Backup	47.99
Quarterback Tools Deluxe	89.99
Icon Paint	7.99

HARDWARE

A600 Wild Weird & Wicked	199
A1200 Basic Pack	279
A1200 + 85MB HD	479
A1200 Desktop Dynamite	339
A1200 Desk-Dyn+85mbHD	539
A4000/030 (120MB)	ring
GVP A500 42Mb+8Mb(Ok)	199
GVP A500 80Mb+8Mb(Ok)	299
GVP A500 120Mb+8Mb(Ok)	399
GVP SCSI Control+2Mb(Ok)	119
GVP SCSI 80Mb+8Mb(Ok)	299
GVP SCSI 120Mb+8Mb(Ok)	399
120Mb for A600/A1200	199
Cumana 3.5" External Drive	55
Zappo 3.5" External Drive	55
Zydec 3.5" External Drive	53
A500 3.5" Internal Drive	49
A600 512k Upgrade	15

AMIGA A1200

Race'n'Chase
Nigel Mansell Grand Prix
Trolls and DPaint 3
£289.99

A600 1Mb Upgrade	38
A500 Plus 1Mb upgrade	35
A500 512k Ram (no clock)	20
A500 512k Ram + clock	25
1.5 Mb Ram Expansion	79
A500RX 8Mb RAM (2Mb)	129
A500RX 8Mb RAM (4Mb)	219
A500RX 8Mb RAM (8Mb)	339
1 Mbyte Simms	42
AT-Once PC 286 Emulator	189
Rombo Vidi 12 Pack	89
Sharp JX100 A6 Col. Scanner	399
Zydec Hand Scanner	99
Power Scanner	89
Genitler Graphics Tablet	129
Zydec Mouse (Microswitched)	12
MegaMouse (Microswitched)	12
Mouse Mat	3
50 Blank Disks	25
MONITORS	
Philips 8333-II (UK Model)	189
Commodore 1084/1.55s	189
Commodore 1940 Multisync	289
Commodore 1942 Multisync	379

PRINTERS	
(Inc. lead+Amiga Printer Driver)	
Star LC100 Colour	169
Star LC200 Colour	199
Star LC24-200 Colour	269
Starjet (Bubblejet)	219
Citizen Swift 90 Colour	179
Citizen Swift 240 Colour	279
Canon Bubblejet Portable	219
HP Deskjet 550C Colour	579
HP Deskjet 500C	319
HP Deskjet 510 Mono	279

A1200 AGA SOFTWARE

Civilisation.....	£26.99
Robocod.....	£16.99
Nigel Mansell.....	£14.99
Trolls.....	£14.99
Sim Life.....	£22.99
Open Golf.....	£16.99
Zool.....	£16.99
Air Bucks 1.2.....	£22.99
Jurassic Park.....	£17.99
Alfred Chicken.....	£16.99
Overkill.....	£13.99
Diggers.....	£22.99
Alien Breed 2.....	£19.99
Kings Quest 6.....	£19.99

Techno Sound Turbo 2

ADVANCED SOUND SAMPLING SYSTEM

- * DIRECT TO HARD DISK RECORDING
- * BUILT IN TRACKER
- * 18 FUNTIME EFFECTS
- * PULL DOWN MENUS
- * CONTROLLABLE EFFECTS
- * SEQUENCER
- * DIGITISER



£49.99 RRP

18 REALTIME NOVELTY EFFECTS are available on the FUNTIME MENU including PINKY and PUNKY, SEX CHANGE, DEEP SEA DIVER, ALIEN, TOP GUN, CHOPPER, DARK VADER, BRUNO, AWFUL the DUCK, NIGHTMARE on OAK STREET Etc. All great fun to use with a microphone.

"The quality is outstandingly good"

FUTURE MUSIC

86%

"For this price you can't really do much better"

88%

AMIGA FORMAT

Also Britain's favourite entry level sampler - Technosound Turbo

£39.99 RRP

£16

TT2 upgrade kit available to existing technosound users. PHONE FOR DETAILS

£16

Orders/Enquiries to:-

New Dimensions, Brooklands House, Bryngwyn, Raglan, Gwent NP5 2AA
Cheques/PO's payable to New Dimensions
POSTAGE FREE
Tel: 0291 690933



STREET SELF DEFENCE

The most effective street fighting techniques revealed by a top professional 'bouncer'

Top professional bouncer Paul Wellard has been attacked by fists, boots, pool cues and knives. He has learned a thing or two about what goes down in a real fight. As a 2nd Dan Karate Black Belt he has also learned that martial arts training is useful in a brawl, *but it is no substitute for real street fighting "know how"*. An active participant in dozens of fights where brawling is quick, dirty and very violent, Wellard has compiled a unique guide to self defence.

The Secrets of Street Self Defence ■ Volume 1

Reveals: ● 18 facts you should know about street fighting. ● The "rules" for street survival ● Inside the mind of a thug. ● The martial arts and their relevance to real life street fighting ● How and why fights occur ● Dealing with confrontational situations. ● How to psyche out an opponent. ● Essential principles of street fighting. ● Some commonly taught nonsense. ● Using surprise to your advantage ● The importance of correct targeting. ● Blocking techniques. ● How elbows and knees are used in a street fight. ● Vital tips. *and much, much more.* Price £12.95 postpaid

The Secrets of Street Self Defence (Advanced) ■ Volume 2

Reveals: ● The warrior mentality. ● The most effective street fighting techniques and how to use them. ● Defence against knife/bottle attacks ● Defence against more than one attacker. ● Using your fists and legs to maximum effect. ● Headbutts. ● Physical conditioning for peak performance *and much, much more.* Price £12.95 postpaid

In his highly detailed books, Wellard draws on his experiences to reveal the psychology, strengths and weaknesses of a street fighter, the characteristics of a real fight (you might be surprised): ways of dealing with aggressive people and lots of tips and tricks. He presents the basic defence moves that can be applied to most types of attack, the most effective methods that he has used dozens of times to defeat stronger and larger opponents. Wellard uses accounts of his own fights to illustrate key points and offers straight forward training programmes to improve individual techniques. He supplies the critical information no one else talks about - that will keep you unhurt and intact.

CASUTI LTD., PO BOX 115, St. HELIER, JE4 8QZ

24 HR CREDIT CARD
HOTLINE
0534 61 71 81

SPECIAL OFFER:
Order both fantastic books
for only £19.95 postpaid

Fast despatch under plain cover

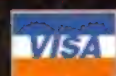
**30 DAY MONEY
BACK GUARANTEE**
If for any reason you are
not delighted with either
book simply return within
30 days for a full refund
NO QUESTIONS
ASKED

CHRISTMAS OFFER (1 month only)

The Tipster[®]

- The world's best selling Horse Racing software
- Uses information from daily newspapers
- National Hunt, Flat and Dirt
- Includes course editor
- "At the price, no self respecting punter can afford to be without it". (Amiga Format)
- "A nice little earner". (Amiga Computing)

Tipster is available in two versions, costing £19.95 each. The *International* version is for use with daily newspapers while the *Professional* is for use with *The Racing Post*. Please phone for a demo disk (£9.95 refundable against purchase) which also contains *The Punter* (Pools), *The Dogs* (Greyhounds) and *The Bookie* (Odds Calculator).



£19.95

inc VAT



All orders are despatched overnight. Orders for Christmas, please place before 20th to ensure Christmas delivery

Sidmouth Software

PO BOX 7, SIDMOUTH, DEVON EX10 0TD

24 HOURS 0395 67073

To: CASUTI LTD., PO BOX 115, St. HELIER, JE4 8QZ

YES! I want to learn the techniques for real self defence. Please rush me the following (tick appropriate boxes). I understand that if I'm unhappy with either book I may return it within 30 days for a full refund - NO QUESTIONS ASKED

- ☐ THE SECRETS OF STREET SELF DEFENCE - VOLUME 1 Price £12.95 Postpaid
- ☐ VOLUME 2 (ADVANCED) Price £12.95 Postpaid
- ☐ I am ordering both books at the reduced price of £19.95 postpaid

SWORN DECLARATION: I hereby promise to use the knowledge I will gain from these books for defensive purposes only.

AF

(Sign).....

I enclose a Cheque / P.O. (payable to CASUTI LTD.) for £..... (Foreign add £3)

Or debit my Access/Visa Account No:.....

Signature..... Expiry Date.....

Name.....BLOCK

Address.....CAPITALS

.....PLEASE

Postcode.....

Although we usually deliver much faster, please allow a maximum 28 days.
Office Suite 3, 21 Britannia Place, St. Helier, Jersey, JE2 4SL (but please use the above address which is a secure P.O. Box in a main Post Office)

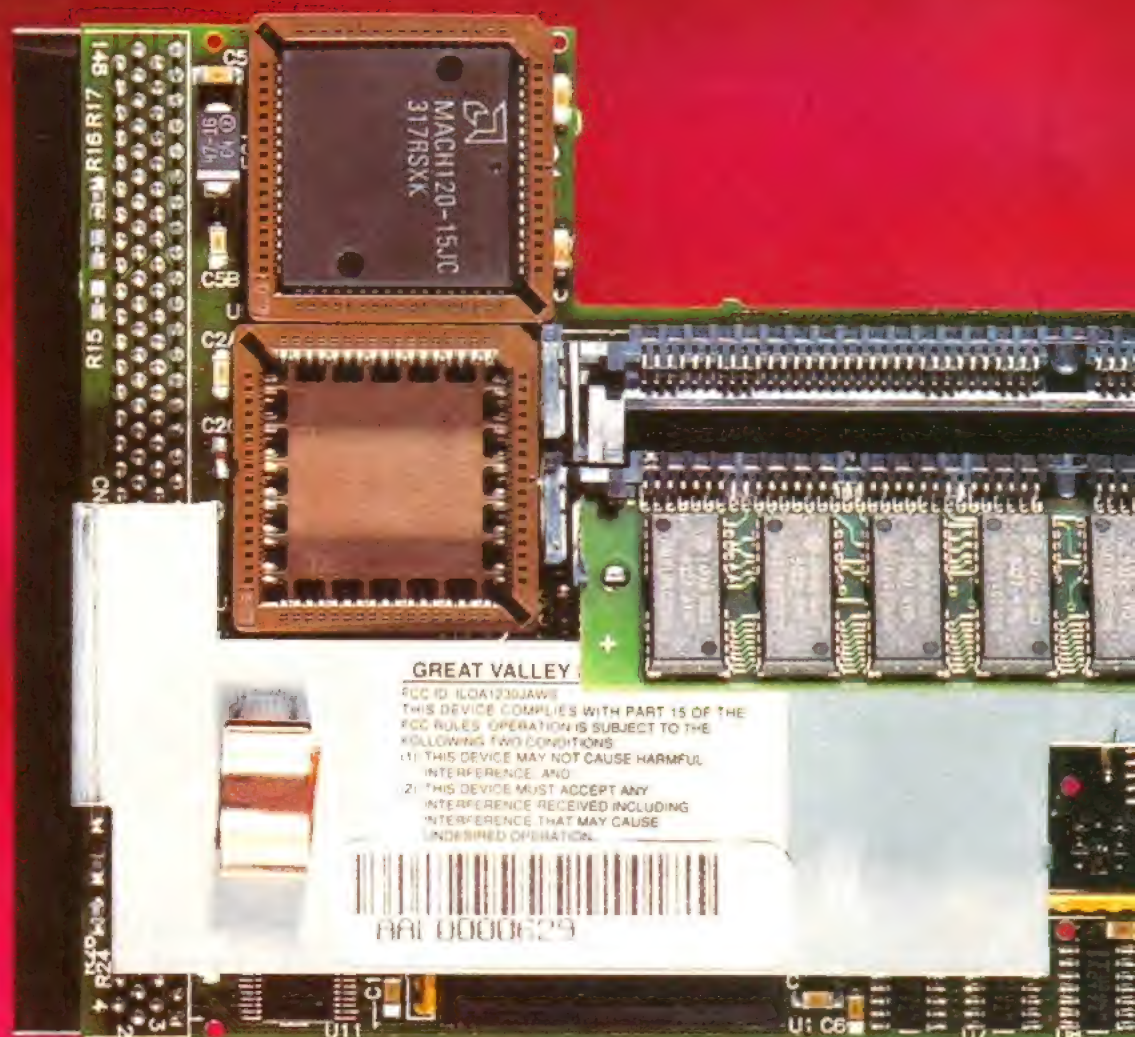
The A1200 simply isn't fast enough for some speed freaks. But GVP have come up with a solution for even the most processor power-hungry users. Nick Veitch does a standing quarter with the best-value accelerator the A1200 has ever seen.

WE ALL HAVE a need for speed. Whether it is tearing up Tarmac on your GPz550 motorbike (on private roads of course), waiting for the tube to arrive, or those tedious minutes spent watching the video rewind, there is an urgency to life. You haven't got long and you need to cram as much into your allotted years as possible. Nowhere does this become more evident than when you are waiting for your Amiga to do something.

To a certain extent, multitasking helps relieve the problem. You can always be working on your accounts or formatting a disk, or writing the next Booker Prize winner while that huge *Imagine* file is rendering. But when you multitask, whatever you are waiting for takes even longer. You don't get something for nothing. Time spent on other tasks is time not spent doing the big thing you are working on.

The only way to resolve this is to buy in some extra power. There are several ways of increasing the speed of the basic A1200, and the simplest is to install some Fast RAM. This doesn't actually increase the processing speed, but it does decrease the time it takes to perform certain operations. If data is cached in Fast RAM (which is only accessed by the CPU) instead of Chip RAM, it means the CPU does not have to wait around for the custom chips to stop playing with the data bus.

The next best solution is to install a Floating Point Unit (FPU), or better still,



A1230 Turbo+

install an FPU and some Fast RAM. There are many FPU and RAM cards available for the A1200 and most of them give an average increase in speed of about 2.5 times that of a standard A1200.

The best solution of all though is to get an entirely new CPU. The processor family of the Motorola 68000 series goes from the original 68000 through the 010,

the 020 (installed as standard in the A1200), the 030 (found in the A3000 and A4000/030), the 040 (found in the A4000/040) and the 060 (not currently available for the Amiga, and in all likelihood it never will be).

As you progress through the series, the processors get faster. So obviously an 030 is a better processor to have in your machine than an 020. GVP thought so too, which is why they brought out the A1230.

The A1230 has now been upgraded to the A1230 Turbo+ (although the older versions are still available) which still features a 68030 chip, but this one is clocked at a massive 40MHz. A faster clock speed means a faster machine. If you don't believe us, take a look at the speed comparison table – the A1230 is the *Benn* to the A4000/030s *Bruno*.

Installing the A1230 Turbo+ is a simple matter of popping out the trapdoor panel and slotting the beast home. No, really it is that easy. The A1230 Turbo+ is the easiest expansion to fit into an A1200 ever. You won't have to resort to unscrewing everything and trying a top down approach. Once installed, you can simply

MEMORY MANAGEMENT UNIT

The 68030 chip which is installed in the A1230 is not really a 68030 chip at all. In fact it is a 68EC030 chip. What does the EC mean? Basically, the EC chips (and you can get EC020s, EC030s and EC040s now too) have one part of the full package missing. This part is called the MMU.

An MMU is a Memory Management Unit. This is a component of the Central Processing Unit which allocates memory for different uses when required. This is not a terribly useful part of the processor from the Amiga's point of view, because AmigaDOS dynamically allocates memory as and when the system needs it anyway.

However, there are some functions for which it would be useful to have an MMU, such as for using the development tool called *Enforcer*, which acts as a sentry to find out what AmigaDOS is up to, and uses

the MMU unit to take a look at what's going on without disturbing the normal flow of processes.

Another use for the Memory Management Unit is in running Unix. Because of the nature of the operating system, Unix requires an MMU unit to run. Fortunately most Amiga owners are too clever to want to run Unix.

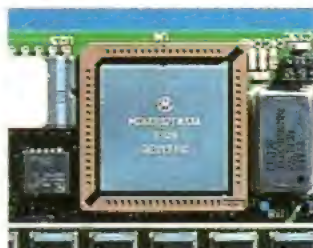
The only thing it is very useful for, is to run *GigaMem*, the virtual memory system which makes your Amiga think it has more memory than it actually has.

There is no common use for the MMU, so most manufacturers decide to go for the (slightly) cheaper versions of the 68000 series processors which don't have one. If you did have an MMU, it would probably just sit around most of the time being a bit of a lazy thing anyway.

The A1230 Turbo+ gives you heaps of acceleration at a realistic price.



DO I WANT FLOATING POINTS?



An FPU: highly useful for dealing with complicated mathematics.

There is a socket on the A1230 to permit the addition of a 68881 or 68882 chip. These chips are what are known as Floating Point Units, or FPUs.

No, they do not make your Dpaint pictures go all funny. Floating Point refers to mathematical routines which deal with numbers which have both a mantissa and an exponent. In fact, this is the same way in

which most modern calculators work. They have a number which contains the significant part of the number (say the first 10 digits) and an exponent, which is the power of ten to which the number should be raised.

As you can imagine, calculating with these numbers is a fair bit more involved than dealing with just integers, so it takes a bit more processing time to come up with the answer. Unless you have an FPU that is.

The FPU spies on the instructions which are being fed to the main processor, the CPU. When a floating point operation comes along, the FPU steals it, works out the answer and then feeds that to the CPU. Because the FPU is optimised for this sort of work, in fact that is its whole raison d'être, it is able to carry out the operation much faster, usually in one clock cycle instead of the CPU's three or four cycles.

forget that the accelerator is there. Or rather you won't, because your life will be much more pleasant indeed.

The software supplied with the A1230 Turbo+ is a mix of utilities for checking RAM and altering the processor options. Or it is supposed to be. The RAM test works fine, but the processor control software seems to expect to find a G-Force accelerator (the Zorro card version) and won't run. This is a shame, because it contains the patch for enabling Shadow ROM.

Shadow ROM is a technique which involves copying all of the Amiga's 512K ROM into Fast memory. This gives a marginal speed increase, but it's not really worth it. Most people would rather have the extra RAM.

The A1230 Turbo+ can accept up to 32Mb of Fast memory, via SIMM modules in either 4Mb, 8Mb or 16Mb chunks, and it really is advisable to get at least 4Mb of RAM when you buy the unit. Amusingly enough, if you have no Fast RAM at all, the A1230 Turbo+ is only 98 per cent as fast as a plain A1200...

See how quickly your A1200 works with the A1230 Turbo+ by checking out the processing speed with the PD utility Sysinfo.



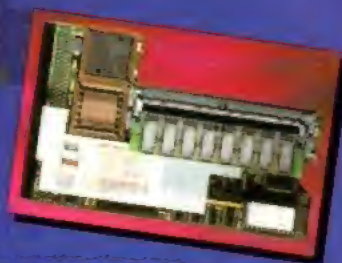
HOW AN A1200 WITH A GVP A1230 TURBO+ COMPARES WITH THE COMPETITION

Machine	Dhrystones		Imagine render ²		DPaint Fill ³	
	units	benchmark	seconds	benchmark	seconds	benchmark
A1200	1284	1	640	1	218	1
A1200 & FPU ¹	2814	2.19	453	1.41	84	2.60
A1200 Turbo	6227	4.85	188	3.80	47	3.46
A4000/030	4232	3.30	355	1.80	63	4.64

Notes:

- These figures are for an A1200 with FPU and 4Mb Fast RAM, since it is virtually impossible to get an FPU without a RAM option.
- This is a quickrender from Imagine INT, not the FPU versions. If the FPU version had been used, the figures for the A1200 with FPU would obviously be a lot better.
- A graduated line fill on a complicated image. The speed up with FPU is actually more due to the addition of Fast RAM.

A1230 TURBO+



DESCRIPTION

A1200 Processor Card

MANUFACTURER

Great Valley Products

DISTRIBUTOR

Silica Systems 081-309 1111

PRICE

From £379 (with 4Mb of RAM)

RELEASE

Available now

SPEED

As fast as an A1200 gets. The unofficial speed trials yielded a performance of 6.5 MIPs.

MANUAL

A well-written guide, keep it around, you'll need to know the jumper settings if you install more RAM.

ACCESSIBILITY

Incredibly easy to use, just bung it in the slot and off you go. You don't really need to install the software.

FEATURES

Decent RAM support, FPU option, very fast – if only the CPU software worked it would be perfect.

VALUE

It does seem expensive, but you have made your A1200 faster than the A4000/030 for a fraction of the price.

VERDICT

“Turbo+ is a silly name – Turbonutter would have been much more apt. Now you can show up all those people who went out and bought an A4000/030, but on the other hand, it's so quick there'll be less time for cups of tea.”

86%

When you get Amiga Shopper, you get all this:

- **No-holds-barred comparisons between competing products, like the December issue's cover feature on colour scanners, to ensure you get the very best for your money**
- **A cover disk packed with the latest utilities and applications to help you use your Amiga for maximum productivity, and not just as a games machine**
- **Amiga Answers - your real-life Amiga questions - whether they be trivial or complex - answered by our panel of experts, in the biggest and most comprehensive problem-solving forum of its type in any Amiga magazine**
- **Regular tutorials on programming - AMOS, ARexx and C - to show you how to create great applications for yourself**
- **Tutorials on video, telecommunications, graphics, AmigaDOS and more, every month**
- **Hard-hitting, in-depth reviews that tell you what software and hardware products *really* have to offer**
- **A news section that not only informs you about forthcoming releases and industry moves, but also analyses their implications for the Amiga market as a whole**
- **Tips for the advanced programmer. We won't leave you high and dry once you've learnt the basics - we'll show you the little-known techniques that the pros use**
- **Reviews of the latest public domain software, helping you to get the most for the least**

EXPERT ADVICE AND TIPS FOR EVERY AMIGA ENTHUSIAST

AMIGA SHOPPER

From the makers of

AMIGA
ADVANCE
AMIGA GUIDE

ISSUE 23 • DECEMBER 1992
PUMP DRIVEN BY THE

AMIGA GUIDE

COLOUR YOUR WORLD

Colour scanners and their software
reviewed and rated

Brilliance: is it really
better than DPaint?

Programming masterclass:
resource handling with
abstract-data-type stacks

ISSUE 23 • DECEMBER 1992

AMIGA
SHOPPER

SHAREWARE COLLECTION - VOLUME SIX

AMIGA
SHOPPER
SHAREWARE COLLECTION - VOLUME SIX
This collection contains 100 shareware programs, including many of the most popular and useful shareware programs available. It is a must-have for any Amiga enthusiast. The collection is divided into 10 categories, each with a detailed description of the programs included. The programs are all tested and guaranteed to work on AmigaDOS 3.1 and above. The collection is available for a limited time only. Don't miss out!

PLUS

Answers to all your
problems, comms, programming
tutorials, video, music, AmigaDOS,
public domain, legal advice, buying
advice and much, much more...

Future
PUBLISHING
Your guarantee
of value



WIN!
AN EPSON THERMO SCANNER

On sale now for
£2.95. Get it.
It makes serious sense...

THE DEMO II CD

Richard Baguley checks out two new CDs. The first is packed with games, demos and utilities...

THIS MIXED BAG of demos, games, clipart images and samples contains thousands of programs, utilities and pieces of artwork, so as you would expect, the quality varies immensely.

There are more than 70 demos, on the disc, but unfortunately all of the classic ones are missing. None of this year's top 10 demos are present (see Demo Zone, page 218), and many of the ones that are included are not overly inspiring. This may have something to do with Almathera's decision not to feature any demo that contains bad language, which instantly eliminates well over half of those released.

Fortunately, there is far more to the disc than just demos. There are more than 2,000 *SoundTracker* songs which you can load and edit using



one of the many versions of *SoundTracker* included on the disc. The disc also contains hundreds of clipart images, more than 100 PD games and over 6,000 samples. Not everything is of a high standard, but there are enough pearls among the swine to make this a worthwhile collection. Among the high points are the excellent *Insectoids 2* game and a

number of scanned photos of flowers. All of the clipart is held in HAM, AGA and 24-bit format.

With so many files, finding a particular image, song or sample can be a real struggle and finding pictures is even worse. Although this is undeniably a great source disc, it is let down by the fact that it's so difficult to find your way around it.

THE DEMO II CD



DESCRIPTION
Public Domain Compact Disc

MANUFACTURER
Almathera Systems

DISTRIBUTOR
Almathera Systems
081-687 0040

PRICE
£19.95

VERDICT

"Although there's a huge collection of files, finding the ones you want can be a real struggle."

85%

Multimedia TOOLKIT

...And the second is full of graphics, ranging from Old Masters to the Signs of the Zodiac.

LIKE THE ALMATHERA disc reviewed above, this CD-ROM is designed to act as a source disc for people who want to create their own multimedia programs, or simply for those who just want easy access to a few graphics.

The disc contains a wide selection of images (in HAM, HAM8 and 24-bit format), a large collection of songs (mostly *SoundTracker* ones), as well as about 2,000 samples of subjects ranging from animals to weapons, examples of black and white, colour and EPS clipart on subjects ranging from aircraft to Signs of the Zodiac and many utilities.

Also included on the disc is the *Multimedia Toolkit* program, which enables you to examine the various types of file on the disc with only a few mouse clicks. There is a good range of useful files, but there are



The *Multimedia Toolkit* contains a wide selection of images in HAM, HAM8 and 24-bit mode. This one is *Venus Rising* by Italian Renaissance artist Botticelli.

two serious omissions: ParNet and Workbench. If ParNet had been included you could access the disc from another machine via a special lead in the parallel port. It is still possible to run ParNet, but you will need an external floppy drive connected to your CDTV.

The absence of Workbench means that you're restricted to using

the *Toolbox* program to access the data on the disc, and you can't get to Workbench at all without using an external floppy drive or an existing ParNet link.

There are some good files on the disc, but it's not as well put together as the Almathera CD titles, which makes getting to the good bits an unnecessarily complex process.

MULTIMEDIA TOOLKIT



DESCRIPTION
Public Domain Compact Disc

MANUFACTURER
Weird Science

DISTRIBUTOR
Weird Science,
1 Rowlandson Close,
Brackenfield Chase,
Leicestershire LE4 2SE

PRICE
£19.95

VERDICT

"A wide selection of images, but it's a shame that Workbench and ParNet are not included."

75%

WIN! AN EPSON GT6500 SCANNER



Welcome to Part One!

Power have kindly given us a beautiful Epson GT6500 colour scanner to give away, but it's ever so expensive, so we're going to make you work for it. This is a three-part compo: three more questions next month and more, plus full rules of entry, with part three!

The Questions

1 What are the three additive primary colours which produce white when mixed in 100 per cent proportions of each?

- a) Red, green, blue
- b) Cyan, magenta, yellow
- c) Red, blue, yellow

2 The Epson GT6500 is a 24-bit scanner. The computer term "bit" was formed by joining and shortening two other words. Which two?

- a) Binary two
- b) Binary time
- c) Binary digit

3 What unit of measurement is used to determine scanning resolution?

- a) DIP
- b) DPI
- c) CPI

A reminder

Remember, save those answers carefully and look out for Part Two next month!

"IT IS WITHOUT DOUBT THE MOST POWERFUL CAD PACKAGE FOR THE AMIGA BAR NONE. NO OTHER PACKAGE COMES CLOSE"

AMIGA FORMAT

XCad

SPEED - An Amiga 1200 is 12 times faster on zoom and redraw than AutoCAD running on a fast '386.

PRACTICALITY - Ideal for design in architecture, electronic and/or mechanical engineering.

COMPATIBILITY - AutoCAD DXF import/export comes complete across the XCad range. Print to plotters, laser or dot-matrix printers.

MODULAR - Simple upgrade from XCad 2000 to XCad 3000 and PC/UNIX versions.

Imagine

The 24 bit image below was completely originated on an Amiga computer. The drawings were designed with XCad, the 3D model was created from the 2D drawings and the 24 bit image (1280 x 1024 resolution) was rendered with Imagine! Compare this to AutoCAD, and 3D Studio which will cost £4550 - and that's just for the software!

Never before has the Amiga been so well complemented. Never before has the Designer been given so much power, speed and flexibility at such an affordable price.



The above building was designed by Architect David Bishop, modelled by XCad and rendered with Imagine.

XCad harnesses the incredible power of the Amiga to deliver a draughting tool to beat all others. Processing times are cut to a fraction of most PC based systems. Plans, designs and blueprints can easily be produced using simple, flexible menus or commands.

To order the Amiga's No. 1 CAD package, contact your local dealer or call:

HOBBYTE COMPUTING
Tel: (0727) 856005

AMIGA WAREHOUSE
Tel: (0753) 554338

The XCad range starts from as little as £79* for XCad 2000 (1Mb FAST RAM minimum) which includes both 2D Detailing and 3D Modeling plus automatic perspective views.

* Christmas Special Promotion, price reduced from £129 to £79 + delivery and VAT for full 3D XCad 2000 - while stocks last.

All trademarks acknowledged

NEW EQUIPMENT SALES

ACS Electronics is an established centre for AMIGA equipment. We specialise in the repair, maintenance and supply of computer hardware. Dedicated to a programme of quality customer care, our established position in the industry enables us to offer you, our customer, a service that we believe to be second to none.

NEW HARDWARE SALES

Amiga A500+		£179.99	A3000 2MB VID/4Mb FAST/52Mb	£1149.00
A600 1Mb	ALONE	£185.99	A3000 2MB VID/4Mb FAST/120Mb	£1299.00
A600 1Mb	20HD	£299.99	AMIGA 4000/30/40	E.P.O.A
A600 1Mb	40HD	£329.99	CALL FOR SPECIAL AMIGA PACK PRICES	
A600 1Mb	85HD	£429.00	COMMODORE CDTV	£249.00
A1200 2Mb	ALONE	£364.00	A600 CONTROL CENTRE	E.P.O.A
A1200 2Mb	20HD	£495.00		
A1200 2Mb	60HD	£529.00		
A1200 2Mb	80HD	£575.00		
A1200 2Mb	120HD	£639.00		
A3000 1Mb	VID/1Mb FAST/52 Mb	£999.00		
A3000 1Mb	VID/1Mb FAST/120 Mb	£1149.00		

MONITORS/PRINTERS/PERIPHERALS/CHIPS!
CALL FOR BEST PRICES. REVIEWED WEEKLY.
PRICES INCLUDE V.A.T.
CARRIAGE FREE TO UK MAINLAND.

REPAIR SERVICE

FAST EFFICIENT SERVICE
most repairs are carried out within ONE DAY
QUOTATIONS RATHER THAN FIXED PRICES
fairer to you, and in practice faster to process. Each repair is quoted separately,
no fixed charges full of exclusions, or hidden extras.

REPAIRS FROM £23
FREE CARRIER SERVICE with insurance
FREE 90 day warranty. FREE soak test.

No hidden charges.
FREE diagnostic inspection. FREE software.
OPTIONAL EXTENDED WARRANTY

at competitive rates.

Experienced and qualified engineering and support staff.

5% DISCOUNT

available to students and OAP's.

UNBELIEVABLE UPGRADE FITTED PRICE OF £15 INCLUSIVE

Trade and Education welcome. Dealer pack available on request.

Credit facilities
available soon for
hardware purchases
(subject to status)



WE HAVE MOVED! TO BIGGER AND MORE ADVANCED PREMISES!

ACS DESIGN WORKS, WILLIAM STREET, FELLING, GATESHEAD, NE10 0JP
TEL: (091) 495 0300 (10 Lines) FAX: (091) 495 0440

QUALITY REPAIRS

Premier Mail Order

Titles marked * are not yet available and will be sent on day of release. Please send cheque/PO (made out to Premier Mail Order) /Access/Visa no. & expiry date to:

Dept AF54, 10 Tinkler Side, Basildon, Essex SS14 1LE Tel: 0268-271172 Fax: 0268-271173

Telephone orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm. We are open 364 days a year.

P&P and VAT is included for all UK orders. Please add £2 P&P for Europe, elsewhere please add £3.50 per item for Airmail. Next day service available UK only at £4.00 per item.

30 Can Kit 2	34.99	Civilization (1 Meg)	22.99	Free Samura + MegaMoria	19.99	Living Fossil	19.99	Rebirth for the Stars	19.99	Syndicate	22.99
A-Train	22.99	Claws	17.99	Flashback	20.99	Lands of Power	22.99	Red Baron	(see Lords of Power)	Syndicate Data Disk	13.99
A320 Airbus (Europe)	22.99	Claws 2	13.99	Flashback 2	19.99	Lotus Turbo Trilogy	CD32 22.99	Renegade	19.99	CD32 10.99	
A320 Airbus (USA)	22.99	Combat Air Patrol	19.99	Flash Simulator 1	24.99	Magic Boy *	17.99	Renegade 2 *	16.99	A1200/CD32 22.99	
Abandoned Places 2	22.99	Combat Classics 1	19.99	Flash Simulator 2	19.99	Magic Boy *	17.99	Renegade 2 *	16.99	CD32 19.99	
Air Bucks 1.2	22.99	Combat Classics 2	19.99	Flash Simulator 3	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Air Bucks 1.2	A1200 22.99	Combat Classics 2 (Compilation)	19.99	Flash Simulator 4	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Air Force Commander	19.99	Combat Classics 2 *	19.99	Flash Simulator 5	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 6	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 7	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 8	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 9	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 10	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 11	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 12	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 13	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 14	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 15	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 16	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 17	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 18	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 19	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 20	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 21	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 22	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 23	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 24	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 25	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 26	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 27	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 28	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 29	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 30	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 31	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 32	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 33	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 34	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 35	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 36	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 37	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 38	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 39	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 40	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 41	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 42	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 43	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 44	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 45	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 46	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 47	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 48	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 49	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 50	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 51	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 52	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 53	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 54	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 55	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 56	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 57	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 58	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 59	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 60	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 61	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 62	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 63	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 64	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 65	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 66	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 67	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 68	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 69	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 70	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 71	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 72	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 73	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 74	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 75	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 76	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 77	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 78	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 79	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 80	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 81	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 82	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 83	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 84	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 85	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 86	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 87	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 88	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 89	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 90	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 91	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 92	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 93	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 94	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 95	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 96	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 97	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 98	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 99	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 100	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 101	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 102	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 103	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 104	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 105	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 106	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 107	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 108	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 109	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 110	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD32 19.99	Combat Classics 2 *	19.99	Flash Simulator 111	19.99	Magic Boy *	17.99	Renegade 2 *	16.99		
Alamo	CD3										

E.M.COMPUTERGRAPHIC

THE U.K.'S NUMBER 1 AMIGA FONT AND CLIPART DISTRIBUTORS · AMIGA COMPUTING ISSUE 52
WINNERS OF THE 1992 AMIGA SHOPPER TOP TYPEFACE AWARD



Classic Bitmapped Clip Art

Sorted and saved as brushes, ready for import directly into your programs

EMC Vol. 1 - 5 Disks - £14.00 - Various IFF Clipart
EMC Vol. 11 - 5 Disks - £14.00 - Various IFF Clipart
EMC Vol. 15 - 8 Disks - £22.00 - Various IFF Clipart
EMC Vol. 22 - 5 Disks - £14.00 - Various IFF Clipart
EMC Vol. 28 - 5 Disks - £14.00 - Various IFF Clipart

Very High Quality Bitmapped Clip Art

300 - 600 dpi scans that when reduced to a usable size in your DTP packages they will produce printouts of amazing quality. Fully sorted and saved as brushes. Standard IFF format clipart and compatible with ALL major Amiga applications.

Please Note: We recommend that you have at least 2mb of memory to use these images.

EMC Vol. 34 - 5 Disks - £14.00 - IFF Animals 1
EMC Vol. 35 - 5 Disks - £14.00 - IFF Animals 2
EMC Vol. 36 - 8 Disks - £22.00 - IFF Transport
EMC Vol. 37 - 5 Disks - £14.00 - IFF Business
EMC Vol. 38 - 5 Disks - £14.00 - IFF Fantasy 1
EMC Vol. 39 - 5 Disks - £14.00 - IFF Fantasy 2
EMC Vol. 40 - 5 Disks - £14.00 - IFF Borders
EMC Vol. 41 - 6 Disks - £16.50 - IFF People 1
EMC Vol. 42 - 5 Disks - £14.00 - IFF Natural
EMC Vol. 43 - 5 Disks - £14.00 - IFF Sports
EMC Vol. 44 - 6 Disks - £16.50 - IFF Education 1
EMC Vol. 45 - 5 Disks - £14.00 - IFF Various 1
EMC Vol. 46 - 5 Disks - £14.00 - IFF Various 2
EMC Vol. 47 - 5 Disks - £14.00 - IFF Humour
EMC Vol. 50 - 6 Disks - £16.50 - IFF Dogs & Cats
EMC Vol. 51 - 5 Disks - £14.00 - IFF Birds & Insects
EMC Vol. 52 - 5 Disks - £14.00 - IFF Animals 3
EMC Vol. 53 - 5 Disks - £14.00 - IFF Animals 4
EMC Vol. 54 - 5 Disks - £14.00 - IFF Animals 5
EMC Vol. 55 - 6 Disks - £16.50 - IFF Flowers 1
EMC Vol. 56 - 6 Disks - £16.50 - IFF Flowers 2
EMC Vol. 57 - 6 Disks - £16.50 - IFF Flowers 3
EMC Vol. 58 - 6 Disks - £16.50 - IFF Trees
EMC Vol. 59 - 6 Disks - £16.50 - IFF Plants 1
EMC Vol. 60 - 6 Disks - £16.50 - IFF Plants 2
EMC Vol. 61 - 6 Disks - £16.50 - IFF Military
EMC Vol. 62 - 5 Disks - £14.00 - IFF Fruit
EMC Vol. 63 - 5 Disks - £14.00 - IFF People 2
EMC Vol. 64 - 5 Disks - £14.00 - IFF People 3
EMC Vol. 65 - 6 Disks - £16.50 - IFF Events
EMC Vol. 66 - 6 Disks - £16.50 - IFF Work
EMC Vol. 67 - 6 Disks - £16.50 - IFF Food 1
EMC Vol. 68 - 6 Disks - £16.50 - IFF Food 2
EMC Vol. 69 - 5 Disks - £14.00 - IFF Science
EMC Vol. 70 - 5 Disks - £14.00 - IFF Education 2
EMC Vol. 71 - 6 Disks - £16.50 - IFF Geography
EMC Vol. 72 - 5 Disks - £14.00 - IFF Various 3
EMC Vol. 73 - 5 Disks - £14.00 - IFF Various 4
EMC Vol. 74 - 5 Disks - £14.00 - IFF Various 5
EMC Vol. 75 - 5 Disks - £14.00 - IFF Various 6
EMC Vol. 76 - 5 Disks - £14.00 - IFF Various 7

Type 1 Fonts

For Pagestream, Publisher and Final Copy2 release 2

EMC Vol. 4 - 5 Disks - £14.00 - 67 Type 1 Fonts
EMC Vol. 5 - 5 Disks - £14.00 - 63 Type 1 Fonts
EMC Vol. 6 - 5 Disks - £14.00 - 83 Type1 Fonts
EMC Vol. 7 - 5 Disks - £14.00 - 68 Type1 Fonts
EMC Vol. 16 - 5 Disks - £14.00 - 76 Type1 Fonts
EMC Vol. 17 - 5 Disks - £14.00 - 79 Type1 Fonts
EMC Vol. 27 - 5 Disks - £14.00 - 56 Type1's & Utils.
EMC Vol. 29 - 5 Disks - £14.00 - 80 Type1 Fonts

New Type 1 Font Volumes

Converted from MAC PD and Shareware TrueType format to Adobe Type 1 Format. These fonts are fully compatible with Pagestream, The Publisher and Final Copy2 release 2.

EMC Vol. 77 - 5 Disks - £16.50 - 78 Type 1 Fonts
EMC Vol. 78 - 5 Disks - £16.50 - 69 Type 1 Fonts
EMC Vol. 79 - 5 Disks - £16.50 - 84 Type1 Fonts
EMC Vol. 80 - 5 Disks - £16.50 - 71 Type1 Fonts
EMC Vol. 81 - 5 Disks - £16.50 - 106 Type1 Fonts

CG Scalable Fonts

Compatible with all versions of PPage, PSetter2/3, WWord, WB2/3, Scala Opalvision and DPaint 4.1 etc.

EMC Vol. 8 - 5 Disks - £16.50 - 61 Scalable Fonts
EMC Vol. 9 - 5 Disks - £16.50 - 64 Scalable Fonts
EMC Vol. 10 - 5 Disks - £16.50 - 57 Scalable Fonts
EMC Vol. 23 - 5 Disks - £16.50 - 58 Scalable Fonts
EMC Vol. 24 - 5 Disks - £16.50 - 64 Scalable Fonts
EMC Vol. 25 - 5 Disks - £16.50 - 66 Scalable Fonts
EMC Vol. 26 - 5 Disks - £16.50 - 71 Scalable Fonts
EMC Vol. 30 - 5 Disks - £16.50 - 59 Scalable Fonts
EMC Vol. 31 - 5 Disks - £16.50 - 60 Scalable Fonts

New CG Scalable Fonts

Converted from TrueType format. Fully compatible with... all versions of PPage, PSetter2/3, Page, WB2/3, Scala WordWorth, Opalvision and DPaint 4.1+ etc.

These volumes are now supplied, due to popular demand, with Postscript downloadable fonts!

EMC Vol. 82 - 5 Disks - £16.50 - 53 Scalable Fonts
EMC Vol. 83 - 5 Disks - £16.50 - 48 Scalable Fonts
EMC Vol. 84 - 5 Disks - £16.50 - 46 Scalable Fonts
EMC Vol. 85 - 5 Disks - £16.50 - 46 Scalable Fonts
EMC Vol. 86 - 5 Disks - £16.50 - 34 Scalable Fonts
EMC Vol. 87 - 5 Disks - £16.50 - 38 Scalable Fonts

PICK A MIX SERVICE FOR BOTH FONTS AND CLIPART
SEND FOR FREE INFORMATION PACK FOR FULL DETAILS

Photo Realistic 256 Pictures for AGA and 24 Bit Amigas

EMC Vol. 88 - 6 Disks - £16.50 - 256 Cars 1
EMC Vol. 89 - 6 Disks - £16.50 - 256 Cars 2
EMC Vol. 90 - 6 Disks - £16.50 - 256 Planes 1
EMC Vol. 91 - 6 Disks - £16.50 - 256 Planes 2
EMC Vol. 92 - 5 Disks - £14.00 - 256 Space 1
EMC Vol. 93 - 5 Disks - £14.00 - 256 Space 2
EMC Vol. 94 - 5 Disks - £14.00 - 256 Women
EMC Vol. 95 - 5 Disks - £14.00 - 256 WildCats
EMC Vol. 96 - 6 Disks - £16.50 - 256 Horses 1
EMC Vol. 97 - 6 Disks - £16.50 - 256 Horses 2
EMC Vol. 98 - 5 Disks - £14.00 - 256 Dogs 1
EMC Vol. 99 - 5 Disks - £14.00 - 256 Dogs 2
EMC Vol. 100 - 6 Disks - £16.50 - 256 Cats 1
EMC Vol. 101 - 6 Disks - £16.50 - 256 Cats 2
EMC Vol. 102 - 6 Disks - £16.50 - 256 WaterLife
EMC Vol. 103 - 6 Disks - £16.50 - 256 Sun & Sea
EMC Vol. 104 - 6 Disks - £16.50 - 256 Animals 1
EMC Vol. 105 - 6 Disks - £16.50 - 256 Animals 2
EMC Vol. 106 - 6 Disks - £16.50 - 256 Animals 3
EMC Vol. 107 - 6 Disks - £16.50 - 256 Animals 4
EMC Vol. 108 - 6 Disks - £16.50 - 256 Panorama 1
EMC Vol. 109 - 6 Disks - £16.50 - 256 Panorama 2
EMC Vol. 110 - 6 Disks - £16.50 - 256 Panorama 3
EMC Vol. 111 - 6 Disks - £16.50 - 256 The Sun
EMC Vol. 112 - 5 Disks - £14.00 - 256 World People
EMC Vol. 113 - 6 Disks - £16.50 - 256 America
EMC Vol. 114 - 6 Disks - £16.50 - 256 Castles
EMC Vol. 115 - 6 Disks - £16.50 - 256 The World
EMC Vol. 116 - 5 Disks - £14.00 - 256 Birds 1
EMC Vol. 117 - 5 Disks - £14.00 - 256 Birds 2
EMC Vol. 118 - 5 Disks - £14.00 - 256 Birds 3
EMC Vol. 119 - 6 Disks - £16.50 - 256 Fantasy 1
EMC Vol. 120 - 6 Disks - £16.50 - 256 Fantasy 2
EMC Vol. 121 - 6 Disks - £16.50 - 256 The Movies
EMC Vol. 122 - 5 Disks - £14.00 - 256 Renders 1
EMC Vol. 123 - 5 Disks - £14.00 - 256 Renders 2
EMC Vol. 124 - 5 Disks - £14.00 - 256 Renders 3
EMC Vol. 125 - 5 Disks - £14.00 - 256 Girls 1
EMC Vol. 126 - 5 Disks - £14.00 - 256 Girls 2
EMC Vol. 127 - 5 Disks - £14.00 - 256 Girls 3
EMC Vol. 128 - 6 Disks - £16.50 - 256 Water Girls
EMC Vol. 129 - 5 Disks - £14.00 - 256 Swim Suits
EMC Vol. 130 - 5 Disks - £14.00 - 256 Bikinis
EMC Vol. 131 - 5 Disks - £14.00 - 256 Beach Girls
EMC Vol. 132 - 5 Disks - £14.00 - 256 Lingerie
EMC Vol. 133 - 5 Disks - £14.00 - 256 Star Trek
EMC Vol. 134 - 5 Disks - £14.00 - 256 Various 1
EMC Vol. 135 - 5 Disks - £14.00 - 256 Reptiles

Other Fonts, Clipart and Bits and Bobs

EMC Vol. 12 - 6 Disks - £16.50 - EPS Clipart
EMC Vol. 13 - 6 Disks - £16.50 - EPS Clipart
EMC Vol. 14 - 6 Disks - £16.50 - EPS Clipart
EMC Vol. 18 - 5 Disks - £16.50 - 60 PDraw Fonts
EMC Vol. 19 - 5 Disks - £16.50 - 63 PDraw Fonts
EMC Vol. 20 - 5 Disks - £16.50 - 50 PDraw Fonts
EMC Vol. 48 - 5 Disks - £14.00 - 54 ColorFonts
EMC Vol. 49 - 5 Disks - £14.00 - 63 ColorFonts
Pagestream Demo Disks - £6.99
Typesmith Demo Disk - £3.50
Opalvision Update Disks - £6.99

Additional Fonts and Clipart for Pagestream Users

EMC Vol. 2 - 6 Disks - £16.50 - Structured ClipArt
EMC Vol. 3 - 2 Disks - £ 6.00 - 34 P'stream Fonts
EMC Vol. 21 - 6 Disks - £16.50 - PCX Clipart
EMC Vol. 32 - 6 Disks - £16.50 - IMG ClipArt
EMC Vol. 33 - 6 Disks - £16.50 - IMG ClipArt

E.M.C. also stock and are the exclusive UK and European distributors for the HIGHLY ACCLAIMED:

COMPUTER SAFARI
Desktop Publishing Typefaces

Amiga Computing in issue 52 said...

"E.M.C. are the FIRST and FOREMOST Font distributors in the UK"
they then placed us at...No.1 in the TOP 10 of the Amiga hardware and software charts!

Ian Wrigley from Amiga Shopper in issue 16 said...

"...I must say that I'm quite impressed..."

Amiga Format in issue 36 said...

"...E.M.C. have an enormous amount of expertise in the tricky area of fonts and can provide professional help and advice to customers"

Amiga Format Special Edition said...

"...the best value rescalable fonts available anywhere...there's no cheaper way of getting quality fonts"

CUA Amiga in the issue of September '92 said...

"...you couldn't do much better than taking a look through the sets offered by E.M.C."

Amiga Shopper January 1992 gave Safari Fonts and EMC...

"The Top Desktop Publishing Typeface Award For 1992"

Pat McDonald from Amiga Format in issue January 1992 said...

"The best person to talk to about fonts, in the UK at any rate is Errol at E.M.C"

Amiga Mart November 1992 said...

"EMC's emergence into the cut-throat retail area has come none too soon, their service and technical backup is second to none."

EMC has no need to offer you any sort of font guarantees...

...OUR FONTS WORK!

Our competitors claim to have the largest font collections in the UK...

...YEAH RIGHT! (Maybe they should check their facts before making such claims!)

AND...BELIEVE IT OR NOT, WE DON'T HAVE TO WAIT FOR EMC TO
RELEASE MORE VOLUMES BEFORE WE CAN EXPAND OUR LIBRARY!

E.M.COMPUTERGRAPHIC

Font, Clipart and Software suppliers to over 4,500 happy customers!

including: MICROPACE UK, MERIDIAN DISTRIBUTION, CENTRAL TELEVISION, MERIDIAN SOFTWARE, FIRST COMPUTERS, BLITTERSOFT, OMEGA PROJECTS, THE INSTITUTE OF MATERIALS, THE UNIVERSITY OF LONDON, ALPHABET PUBLISHING, DIGITAL MULTIMEDIA SERVICES UK, THE IMPERIAL WAR MUSEUM AND MAJORVISION INTERNATIONAL.

WE ASK YOU...CAN ALL THESE CUSTOMERS BE WRONG?

EMC HAS RECEIVED MORE EDITORIALS, REVIEWS AND PROMOTION IN THE UK AMIGA PRESS THAN ALL ITS COMPETITORS PUT TOGETHER...HAVE THEY EVER HAD ANY?

...DON'T THESE FACTS TELL YOU SOMETHING?

More fonts, More Clipart, and unrivalled Tech Support

AWARD CONSTRUCTION KIT

"...the package is excellent..." Amiga Computing - August 1993
and ACK received an 85% rating in CU Amiga - August 1993

ACK offers Amiga users the ability to easily create customised awards and certificates. ACK comes complete with 5 headline fonts, 8 body text fonts, 5 seals and 11 borders along with 50 pre-defined award styles. All of these can be edited and mixed to suit your individual needs. ACK also offers the ability to save frequently used user styles.

ACK will work on any Amiga and has an excellent 'point and click' user interface which has intentionally been designed to be simple to use. ACK is a modular programme, which gives users the ability to add new fonts and styles easily from additional ACK data disks, which will be available soon.

ACK is available exclusively from E.M.C., and for a special introductory period the program is available for:

£29.99

Including VAT and UK postage/packing
European - please add £4.50 for reg. airmail postage
Rest of World - please add £6.50 for reg. airmail postage

The FREE EMC information pack includes full information on our PD/Shareware font and clipart library, Computer Safari Fonts and the Award Construction Kit...

TO GET YOUR COPY.....

JUST SEND US AN A5 SAE WITH 25P POSTAGE

The information pack details ALL the fonts we have on offer along with full printouts, a font/clipart compatibility guide, and many example printouts from our clipart collections.



E&OE

E.M.COMPUTERGRAPHIC

8 Edith Road, Clacton, Essex. CO15 1JU

Tel : 0255 431389

Fax: 0255 428666



Credit Cards Welcome - Same Day Dispatch - £10 minimum order
Cheques - Postal Orders - payable to E.M.COMPUTERGRAPHIC
Cheques are subject to 5 working day clearance

WE PUT YOUR PIECES TOGETHER

*Puzzled about music and the Amiga?
Look to us for the answers!*

At The Blue Ribbon SoundWorks, we've developed a strong lineup of talent. Each of our products receives the special care it takes to produce a winner. That's why you'll find a Blue Ribbon on every box!

Take **SuperJAM!** With this **automatic copyright-free composer**, you'll be writing the next hit song or creating the **perfect soundtrack for your video production** in no time. SuperJAM! comes with over 30 different musical styles and a backup band that performs beautifully, whether it's Mozart or Motown. And with the **Extras Disks for SuperJAM!**, you can **instantly increase your repertoire** with styles like Fusionist, FunkJungle, Rachmaninoff and Rockapeggio. £99.95

Our **One-Stop Music Shop** turns your Amiga into a powerful music machine! This hardware-software combination includes all you need to get 16-bit stereo multi-timbral audio for an incredible price! £569.95

When you're ready for **multi-track recording, automated mixing, notation printing and state-of-the-art MIDI sequencing**, you're ready for **BARS&PIPES PROFESSIONAL**. Special effects, multi-media sync, sophisticated

**BARS&PIPES
PROFESSIONAL**

harmonies, non-destructive editing, and an unlimited number of tracks for recording only begin to describe it. Plus, you can integrate it seamlessly with SuperJAM! £299.95

If you're into MIDI but don't need full power, check out **BARS&PIPES, music software made simple**. BARS&PIPES features multi-track recording, graphical editing, tempo mapping and more. BARS&PIPES is expandable, so it grows as you do.

Once the music is flowing, pick and choose from the **BARS&PIPES ADD-ON SERIES**. These packages make **BARS&PIPES** or **BARS&PIPES**

PROFESSIONAL even more fun to own.

Use the **Creativity Kit** to **invent fresh musical ideas**, or the **Pro Studio Kit** for complete control of your MIDI studio. The **Internal Sounds Kit** eliminates the need for MIDI altogether. Imagine, multi-track recording inside your computer! To round it off, we present **Rules for Tools**, documentation and C source code for writing your own musical features.

To get organized, grab **The PatchMeister**, our graphical, **universally-configurable MIDI patch librarian**. It comes with dozens of MIDI drivers and templates. Don't see what you want?

Make it yourself with the special **driver creation feature**. And, **The PatchMeister** integrates easily into **BARS&PIPES PROFESSIONAL** for the ultimate composition environment. £79.95

Want to triple the capacity of your MIDI studio? Use **Triple Play Plus**, our MIDI interface that includes **3 separately-addressable MIDI outs for 48 simultaneous MIDI channels**. Of course, we designed it especially for our software. No compatibility problems here. £169.95

Synchronizing with video and audio tape is simple with **SyncPro**, our **universal SMPTE synchronization box** for audio, video and multi-media production. Yes, it comes with special **Blue Ribbon software** and works with any Amiga application that supports MIDI Time Code. £189.95

*The Blue Ribbon SoundWorks.
When it comes to quality, we don't miss a beat!*



THE
BLUE RIBBON
SOUNDWORKS
LTD

Venture Centre
1604 Chantilly Drive NE
Suite 200,
Atlanta, GA USA

Please send me details of the Blue Ribbon Range:

Name.....

Address

.....

Town Postcode

Return to: Emerald Creative Technology Ltd

Rapid House, 54 Wandle Bank, Wimbledon

London SW19 1DW



Designed to bring you high performance at affordable prices AmiTek peripherals offer outstanding value-for-money. They are also designed and built to ensure easy fitting, and trouble free operation - making them a pleasure to use. AmiTek products are also thoroughly tested and are very reliable. So reliable that they are pleased to offer a full two year warranty on the full AmiTek range.

AMITEK - 'FRIENDLY TECHNOLOGY'

AMIGA

PERIPHERALS

FOR
A500, A600 & A1200



1Mb

EXTERNAL

FLOPPY DRIVE

FOR ALL AMIGA COMPUTERS

- High quality 3 1/2" Sony mechanism
- Formats to 880K
- Anti Click as standard

2 YEAR WARRANTY



- Switchable hardware anti-virus technology
- On/off switch
- Through connector for extra drives
- Compatible with all Amigas
- Robust metal casing and small footprint design

- Power taken from Amiga - no external PSU

AMITEK EXTERNAL DRIVE

£59
INC VAT - DRI 1159

	ANTI-CLICK	ANTI-VIRUS	STRONG METAL CASE	QUALITY SONY MECHANISM	ISOLATION SWITCH	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
ZAPPO	✓	✓	✓	✓	✓	✓
CUMANA	✓	✓	✓	✓	✓	✓



1Mb

INTERNAL

FLOPPY DRIVE

FOR AMIGA 500/500PLUS

The AmiTek replacement drive is ideal for users who wish to replace their existing faulty internal drive. Everything needed to fit the drive is included along with fully comprehensive fitting instructions and 24 months replacement guarantee. The AmiTek kit features a high quality 3.5" mechanism drive offering uncompromising performance at a fantastic price.



AMITEK INTERNAL DRIVE

£49
INC VAT - DRI 3600



PCMCIA CARDS

FOR AMIGA 600

2 YEAR WARRANTY



For sheer ease of use and flexibility you can't beat AMITEK's PCMCIA RAM upgrades. These compact credit card sized upgrades slot into the PCMCIA port on your A600 or A1200, increasing the RAM by 2mb or 4mb.

2mb CARD **£119**
INC VAT - RAM 5020

4mb CARD **£179**
INC VAT - RAM 6040



RAM UPGRADES

FOR AMIGA 500/600

The following RAM upgrades are all trapdoor cards and do not affect your Amiga's warranty.

A500 - Low cost 512K upgrades, with or without a battery backed clock.

£18 £23
INC VAT - RAM 5010 INC VAT - RAM 5015

A500PLUS - The A500plus has a battery backed clock built-in so these 1mb RAM upgrades do not need this feature.

£30
INC VAT - RAM 5025

A600 - 1mb RAM increase with battery backed clock.

£40
INC VAT - RAM 6010



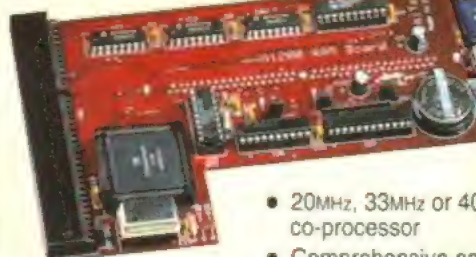
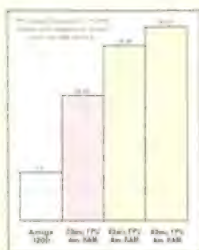
HAWK

RAM UPGRADE & MATHS ACCELERATOR

FOR THE AMIGA 1200

2 YEAR WARRANTY

Maximise the processing power of your standard A1200. Be ready for a new software which makes more demands on Amiga memory and technology. The AmiTek Hawk RAM expansion includes up to 8mb fast 32 bit RAM, the ability to support a sophisticated 68882 FPU and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in 8 pre-configured factory installed versions enabling you to select the model which best suits your requirements.



- 20MHz, 33MHz or 40MHz PLCC 68882 co-processor
- Comprehensive easy to follow manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty

PRICES FROM ONLY

£99
INC VAT - RAM 1210

HAWK RAM/ACCELERATOR OPTIONS

	NO FPU	20 MHz FPU	33 MHz FPU	40 MHz FPU
1 Mb RAM	£99 INC VAT - RAM 1210	£149 INC VAT - RAM 1212	-	-
2 Mb RAM	£129 INC VAT - RAM 1220	-	£199 INC VAT - RAM 1222	-
4 Mb RAM	£199 INC VAT - RAM 1240	-	-	£299 INC VAT - RAM 1244
8 Mb RAM	£399 INC VAT - RAM 1280	-	-	£499 INC VAT - RAM 1284

MODULATOR

FOR ALL AMIGA'S

This modulator is recommended for users who wish to replace a faulty external modulator. Everything needed is supplied. Like all AmiTek peripherals it comes with an easy to follow manual.

- High quality design
- Full manual included
- FREE RF cable supplied

£29
INC VAT - MOD 400



THE SILICA SERVICE

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. We can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the 'Silica Service'.

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** A team of technical experts will be at your service.
- **PRICE MATCH:** We match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 15 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M A YEAR COMPANY:** With over 200 staff - We are solid, reliable and profitable.
- **BUSINESS - EDUCATION - GOVERNMENT:** Volume discounts are available. Tel: 081-309 0888.

SILICA

HOT LINE **081-309 1111**

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX. Tel: 081-309 1111
CROYDON SHOP: Debenham, 1st Floor, 11-31 North End, Croydon, Surrey, CR9 1RQ. Tel: 081-688 4455
LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA. Tel: 071-580 4000
LONDON SHOP: Settriges, Summer Lane, Oxford Street, London, W1A 1AB. Tel: 071-629 1234
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX. Tel: 081-302 8811
ESSEX SHOP: Keddies 1st Floor, High Street, Southend-on-Sea, Essex, SS1 1LA. Tel: 0702 468039
IPSWICH SHOP: Debenham, 1st Floor, Waterloo House, Westgate St, Ipswich, IP1 3EH. Tel: 0473 287092

To: Silica: AMFOR-1293-125, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: Initials: Surname:
 Company Name (if applicable):
 Address:
 Postcode:
 Tel (Home): Tel (Work):
 Which computer(s), if any, do you own?

PREMIUM BULK 3.5" DS/DD DISKS

25	10.49
50	18.49
100	32.99
200	64.49
250	79.99
500	158.99



ALL DISKS ARE FULLY GUARANTEED
AND ARE COMPLETE WITH LABELS

3.5" SUPERIOR LOCKABLE DISK BOXES

Qty	100 Cap.	140Cap.	200 Cap Drawer
1	4.49ea	6.49ea	11.95ea
2	4.39ea	6.39ea	11.75ea
4	4.19ea	6.19ea	11.50ea

3.5" PREMIUM DISKS WITH OUR BOXES

100 Cap box + 50 3.5" DS/DD	£2.49
100 Cap box + 100 3.5" DS/DD	£6.49
140 Cap box + 100 3.5" DS/DD	£7.99
200 Cap drawer + 100 3.5 DS/DD	£12.99



SNAP
COMPUTER
SUPPLIES LTD

HOTLINE

0703



457111

RIBBONS-POST FREE

Full Mark Brand

2 off 4 off

PRICE EACH

Citizen 120D/124D Swift 24	£7.75	£5.55
Citizen Swift 24 Colour	£11.95*	
Panasonic KXP 1080/1123/1124	£3.25	£3.05
Panasonic KXP 2123	£4.75	£4.75
Panasonic KXP 2123 Colour	£10.95*	
Star LC10/LC20	£2.60	£2.40
Star LC10-4 Colour	£5.90	£5.70
Star LC24-10/24-200	£2.95	£2.75
Star LC24-10 Colour	£9.95*	
Star LC200	£3.00	£2.80
Star LC200 Colour	£9.95*	
Star LC24-200 Colour	£9.95*	

HP Deskjet 500 Double Refill

£9.95*

Canon BJ10E Double Refill

£9.95*

Minimum order - 2 ribbons, except those marked with an asterisk

ACCESSORIES-POST FREE

Quickshot Apache Joystick	£6.95
Quickshot Python IM Joystick	£8.95
Quickshot Maverick IM Joystick	£12.95
Mouse Mat	£2.99
Mouse Holder	£2.99
Roll 1000 3.5 Disk Labels	£3.99
Amiga A500/A600/A1200 Cover	£3.50
Philips monitor cover	£3.99
Star/Citizen/Panasonic	
80 col. Printer cover	£3.99

All products are subject to availability - All prices include VAT.
Please add £350 p/p for disks and boxes or £599 if goods required overnight. E&OE



SNAP COMPUTER SUPPLIES LTD Fax: 0703 457222
Unit 16, The Sidings, Hound Rd, Netley Abbey, Southampton SO3 5QA



AMIGA REPAIRS

Repairs undertaken to Amiga 500 computers at £44.95 inclusive of parts, labour, VAT and return postage/packing

Commodore registered for full technical support

Computers repaired in the quickest possible time

All machines will be overhauled with a full soak-test to ensure optimum reliability

Entrust your machine to the experts, full 90 day warranty

Repairs to disk drive and keyboard also included
(extra charge possible if found to need complete replacement)

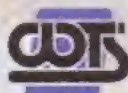
Repairs to other Commodore systems undertaken - phone for details

Upgrades and expansions supplied and fitted - phone for details

£44.95

To take advantage of this exceptional offer, simply send or hand deliver your computer to our workshop complex, address details below, enclosing this advertisement voucher, payment, fault description, return address, along with your daytime and evening telephone number and we will do the rest.

Should you require Group 4 Security return delivery, simply add £5.00 to the repair charge.



WTS Electronics Ltd Chaul End Lane Luton Bedfordshire LU4 8EZ Tel 0582 491949 (6 lines)

(We reserve the right to reject machines which, in our opinion, are beyond repair. Normal charge applies)

ATTENTION!

COMMODORE & AMIGA END USERS & DEALERS

TOP SELLER ADVANCED AMIGA ANALYSER

AN INEXPENSIVE DIAGNOSTIC ANALYSER THAT WORKS ON ALL AMIGAS

Amiga Shopper UK magazine says "Without doubt, this is the finest diagnostic equipment I have ever seen, and I address all Amiga repairers and practical-minded users when I say this is really something worth having."

A complete diagnostic hardware and software analyser (uses point and click software interface). The analyser plugs into all Amiga ports simultaneously and through sophisticated software displays eight screens to work from. Shows status of data transmission/signals: tests game port function, parallel port, serial port, disk drive, video ports, memory (buffer) checker, system configuration and auto test. Reads diagnostic status of any read/write errors from track 0 to track 79. Software automatically tells what errors are found and chips responsible. 85% to 90% of the problems presented to service centres are found with this analyser. Saves you lots of money on repairs and no end user or repair shop can afford to be without one. Don't be fooled by its low cost. Simply plug in cables from the analyser box. This sophisticated tool is used by end users and Amiga repair centres worldwide.....(shipping to UK add £10.00).....£47.00

WE CARRY ALL COMMODORE CUSTOM CHIPS AND ACCESSORIES AT LOW DISCOUNTED PRICES.

WRITE FOR FULL LISTING OF ALL COMMODORE/AMIGA SURPLUS PRODUCTS. DEALERS: WRITE TO US ON YOUR LETTERHEAD

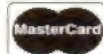
Phone hours (British time) 2-11pm Mon-Fri

THE GRAPEVINE GROUP INC.
3 CHESTNUT STREET, SUFFERN,
NEW YORK 10901 U.S.A.

INTERNATIONAL ORDER LINE: 0101-914-357-2424



FAX LINE: 0101-914-357-6243



MAIL ORDER DISK SUPPLIERS
WHOLESALE & RETAIL

GRADE 'A' FULLY GUARANTEED PLANET DATA BRANDED DSDD 3.5" DISKS

20	£8	+	£2	p&p
50	£17	+	£3	p&p
100	£30	+	£3	p&p
250	£70	+	£3	p&p

INCLUDES FREE LABELS SAME DAY DESPATCH

AMIGA TITLES

Soccer Kid	£19.99	Castles 2	£29.99
Space Hulk	£18.99	Mean Aliens	£16.99
F117A Stealth	£23.99	Nicky 2	£16.99
Hired Guns	£21.99	Overkill	£16.99
International Open Golf Championship			£16.99

Loads of other titles available, please call.

Please add £2 P&P per order.

Please make cheques payable to

PLANET DATA

9 HIGH STREET SOUTH, OLNEY, BUCKS
MK46 4AA (REF AFN1)

Tel (0234) 240954 Fax (0234) 240272

Adelphi MAIL ORDER

This is just a small selection of the software we offer. Please call our telephone hotline for other prices

AMIGA 600/1200

Aliens 3	29.99	21.99
Apocalypse	25.99	18.79
Arsenal	25.99	18.79
Air Force Commander	29.99	21.99
Air Bucks 1.2	29.99	21.99
Air Bucks 1.2 (1200)	34.99	26.29
Arabian Knights	25.99	18.79
Addicted to Fun	19.99	14.99
Batman the Movie	7.99	6.96
Burning Rubber	25.99	18.79
Burning Rubber (1200)	25.99	18.79
Brutal Sports Football	25.99	18.79
Body Blows Galactic	26.99	19.89
Blasters	25.99	18.79
Beavers	25.99	18.79
Caesar	29.99	21.99
Championship Manager '93	25.99	18.79
Civilisation (1200)	39.00	29.99
Castles 2	34.99	26.99
Combat Air Patrol	29.99	21.99
Combat Classics 2	29.99	21.99
Creepers	29.99	21.99
D-Day	29.99	21.99
Dark Seed	34.99	26.29
Darkmere	30.99	23.24
Deluxe Music 5	89.99	67.49
Diggers	29.99	21.99
Dino Worlds	29.99	21.99
Dog Fight	34.99	26.29
Dreamweb	34.99	26.29
Dune 2	30.99	23.24
European Champions	25.99	18.79
European Champions (1200)	25.99	18.79
F1	25.99	18.79
F117A Nighthawk	34.99	26.29
Flashback	30.99	23.24
Fatal Strokes	29.99	21.99

Genesis	29.99	21.99
Global Gladiators	25.99	18.79
Goal!	30.99	23.24
Gulp	29.99	21.99
Hook	25.99	18.79
Hired Guns	29.99	21.99
James Pond 3	29.99	21.99
Jurassic Park	25.99	18.79
Jurassic Park (1200)	27.99	20.59
Man Utd Prem Champ	29.99	21.99

AMIGA CD 32

4D Sports	29.99	21.99
Chaos Engine	29.99	21.99
Genesis	29.99	21.99
Golden Collection	29.99	21.99
James Pond 2	29.99	21.99
Liberation	34.99	26.99
Oscar	25.99	18.99
Sensible Soccer	34.99	26.99
Surf Ninjas	29.99	21.99
Winter Supersports	29.99	21.99

AMIGA HARDWARE OFFERS!!!

	RRP	OUR PRICE
Amiga CD32	299.99	279.99
A600	199.99	184.99
A1200 pack	349.99	334.99
A1200	299.99	284.99

If you require any Amiga Hardware not listed here don't hesitate to give us a call!!!

Adelphi MAIL ORDER

Premier House
2 Gayton Road
Harrow
Middlesex HA1 2XV
Tel: 081 863 9001
Fax: 081 424 8277

For telephone orders opening hours are:
Mon - Fri 9am - 5.30pm
Sat 10am - 4pm
Please make cheques/POs payable to:
Adelphi Mail Order
For hardware orders add £5 p&p,
software add 75p.

With the recent launch of Blitz Basic 2, AMOS has been taking more than a few knocks but it's not out for the count quite yet. Jason Holborn takes a look at a new extension that could put AMOS back on to its feet.

FOR MANY YEARS AMOS has ruled the BASIC programming language market with the sort of monopoly that British Rail would be proud of. But now with the release of Acid Software's brilliant *Blitz Basic 2* their leadership has been challenged. In the battle for supremacy, AMOS has certainly taken more than its fair share of blows to the chin – lack of intuition and AGA support have both been contributing factors to its poor performance. But just when it seemed that AMOS was out for the count, it has received a much-needed boost in the form of *Craft* from Black Legend Software.

Craft is an extension for AMOS that adds more than 160 new commands to the existing AMOS instruction set. Unlike most AMOS extensions, *Craft* works with both AMOS *Classic* (the original AMOS) and AMOS *Professional*. Many AMOS extensions don't work with AMOS *Professional* so it's good to see that Black Legend have made sure that all AMOS users can benefit. It still won't work with *Easy AMOS*, but then that's more a failing of *Easy AMOS* than a lack of vision from Black Legend.

With both AMOS *Classic* and AMOS *Professional* being sold so cheaply these days, *Easy AMOS* owners should take advantage of these price cuts while they can.

So what is *Craft* capable of? Short for Colours, Requester, Audio, Fractals and Turtle, *Craft* is a multipurpose extension. That is, its command set addresses more than one area of program development, unlike some extensions which tend to concentrate on one aspect of coding.

Solaris (the Finnish, and original, developers of *Craft*) have attempted to provide AMOS programmers with a wide selection of new and improved commands which cover areas that are either not addressed by the basic AMOS command set, or are simply ignored.

The *Craft* system consists of two .lib extension files that need to be installed on to your AMOS program disk in order for

If you would like to know just how quickly *Craft* can generate a Mandelbrot, then check out that timing!



CRAFT

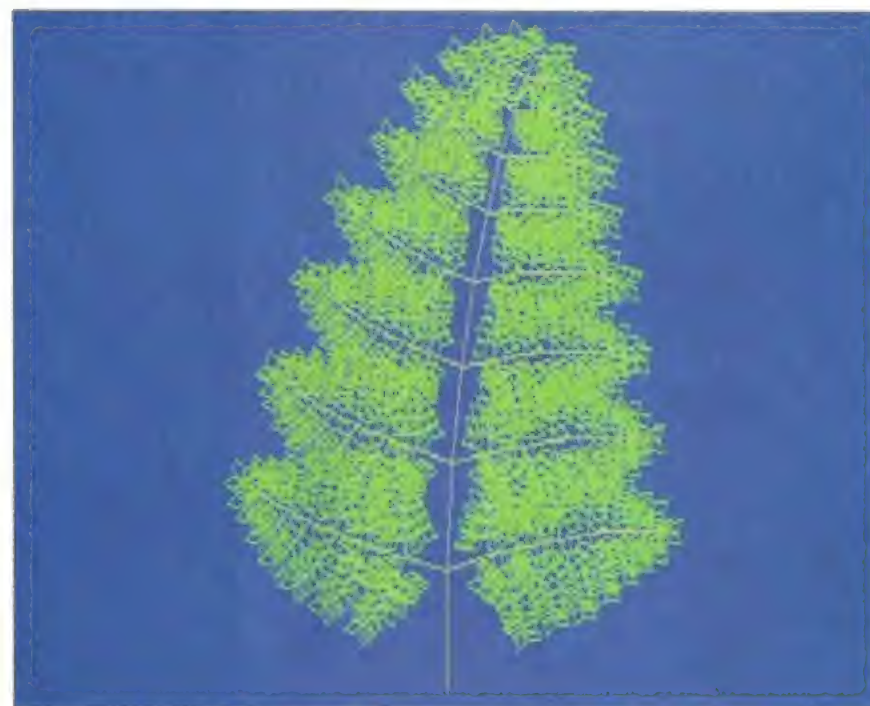
AMOS to access them. Thankfully this is handled automatically using a well-presented Install menu which not only copies across the two files, but also automatically changes your AMOS Interpreter.Config file and even manages to create a disk packed full of demonstration programs for you to play around with.

When attempting to install *Craft* on to an A1200, I encountered a few copy protection problems with the review samples we were sent. However, Black Legend assure me that these problems have now been rectified, thus you should be spared the heartache that I had to suffer.

Once installed, you can start using the extra commands which *Craft* supplies simply by loading up your copy of AMOS. If everything runs smoothly, AMOS should inform you that two extra extensions have been loaded. Before you start playing around with the commands, it is worth taking the time to load up the demonstration programs bundled with the package – they adequately illustrate what *Craft* is capable of.

Particularly noteworthy is *Craft's* Mandelbrot and Julia fractal set demonstrations which use the Fractal commands built in to the extension to produce some

This leaf effect would take mountains of code to produce using normal AMOS commands but it's a doddle with Turtle graphics.



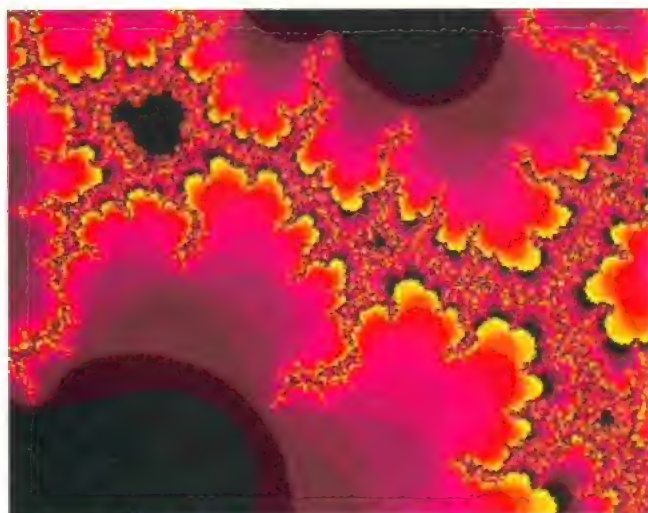
GET £6 OFF CRAFT

Because we know many of our readers will be keen to get their hands on *Craft*, we've arranged a special deal with Black Legend to save you a huge

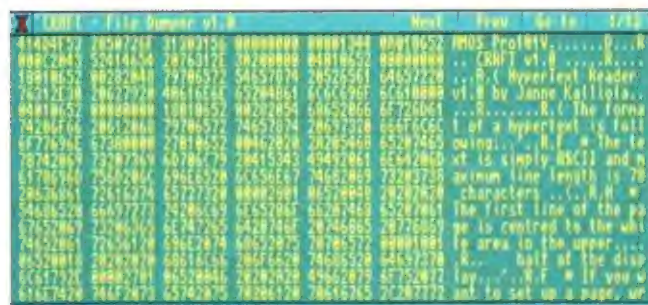
£6

If you want *Craft* for a mere £19.99 (+£1 p&p) instead of the normal £25.99 retail price, just send this coupon and a Cheque, Postal Order or Credit Card order for £20.99 made payable to Black Legend Software, to:

Amiga Format *Craft* Offer, Black Legend Software, 25 Hart Road, St Albans, Herts AL1 1NF.



Craft even includes a Mandelbrot Zoom command that enables you to explore the Mandelbrot set at your leisure.



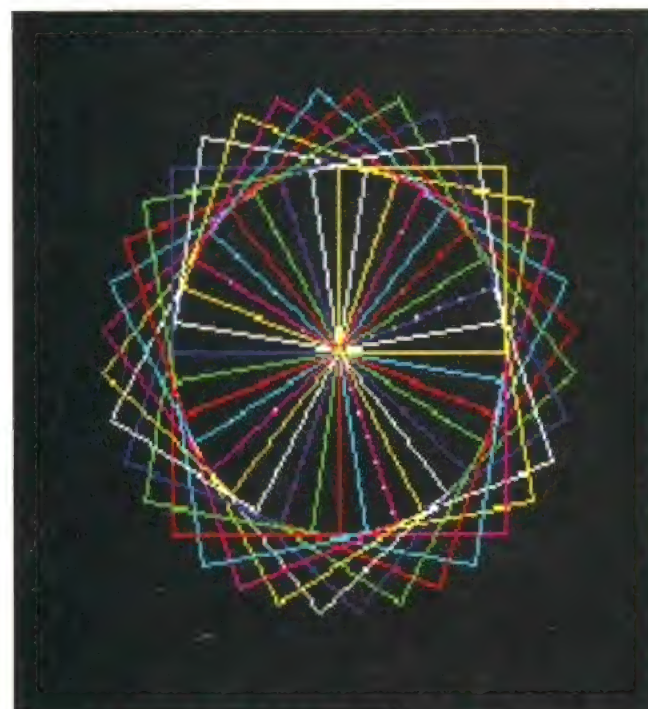
Craft's handy File Zap accessory demonstrates its ability to dump memory.

stunning images. Developers Solaris also include the same programs written in native AMOS code just to demonstrate how fast its own fractal routines really are – believe me, they're fast. The range of fractal commands on offer is impressive, but if Solaris were going to support this area at all it would have been better if *Craft* covered the full range of fractal graphic generation – in particular, a fractal landscape generator would have been useful.

A major addition to *Craft*'s graphic drawing arsenal is its Turtle graphics commands. These work by enabling you to

With *Craft* Black Legend have definitely made a step in the right direction. A very powerful extension for AMOS. It makes writing any application in AMOS considerably easier.

This familiar spiral effect demonstrates what you can do with *Craft*'s Turtle graphics.



Need a fancy colour selector in your programs? Incorporating this little beauty into your own AMOS programs is child's play.

control drawing operations by issuing commands such as Turn 50 (degrees) or Move 90 (units) to an invisible pen, known as a Turtle. Essentially this gives you simple control over a polar co-ordinate system of drawing graphics.

The *Craft* commands are virtually identical to the Turtle graphics built in to most modern dialects of Logo (including Commodore's version), although the syntax is somewhat different, so don't expect to be able to port code straight across into AMOS. However, Logo itself was used primarily as an education tool, so there is no reason why the *Craft* extension cannot be used in exactly the same way.

Craft includes a number of facilities which have already made their way into the basic AMOS instruction set, such as having the ability to play *SoundTracker* mod format songs. Although the original AMOS

did not support mod format, Europress corrected this with the release of AMOS version 1.34.

Craft adds two new forms of requester to AMOS – the good old Recoverable Alert (a bit like a Guru message but without the fatal consequences) and – best of all – a highly configurable OK/Cancel-style requester, which should have been built into AMOS years ago. This makes writing applications a whole lot easier.

A *DPaint*-like colour requester accessory is also included with *Craft* which demonstrates its powerful colour handling commands although, surprisingly, this is not built into the command set.

Craft is a very powerful extension for AMOS that makes the task of writing applications in AMOS considerably easier. However, its downfall is that it doesn't include proper intuition support, support for the new AGA screen types or faster bob and icon drawing commands. But, these gripes aside, *Craft* makes a definite step in the right direction. It may not be the one-stop solution that Black Legend were hoping to produce, but it is definitely the closest thing so far.

If our Coverdisk version of *Blitz Basic 2* on *Amiga Format 52* hasn't yet tempted you away from working with AMOS, then *Craft* could be the product to reward your allegiance!

CRAFT

DESCRIPTION
AMOS Language Extension

MANUFACTURER
Solaris

DISTRIBUTOR
Black Legend Software 0727 868005

PRICE
£25.99

RELEASE
Available now

SPEED ●●●●
All of *Craft*'s commands are written in Assembler and so they rattle along much faster than equivalents written in conventional AMOS code.

MANUAL ●●●●
All the information you need is there and what's more it's very easy to find. What more could you ask for?

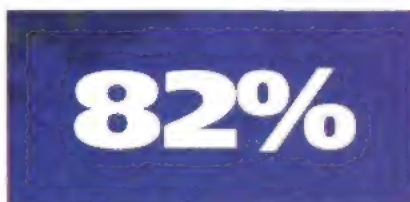
ACCESSIBILITY ●●●●
If you find the commands hard going, *Craft* includes a massive selection of demonstration programs.

FEATURES ●●●
Craft is comprehensive, although some of the commands are rather too specialised.

VALUE ●●●●
A powerful piece of software at a very reasonable price for most AMOS admirers.

VERDICT

At this sort of price, *Craft* should definitely be at the top of every AMOS programmer's Christmas list. It certainly gives AMOS a much-needed injection of new life.



◆ RECORDING ◆ SEQUENCING ◆ GIGGING ◆ MUCH MORE MUSIC ◆

FUTURE MUSIC

MAKING MUSIC WITH MODERN TECHNOLOGY

SUPERB CD WITH THIS ISSUE
70 MINS OF GREAT SOUNDS



Bat and Bob give you the secret of their unstoppably sexy sound

We put five top synth expanders on the rack and roll 'em

YAMAHA T-5000 FOR LEONARD SYNTHESIZER

**HEAR
HOW THEY
SOUND
ON THE
FM CD**

◆ Harmonising made easy with our how-to guide ◆ Write music for film ◆

KORG MODULAR

INSTRUMENT DEMOS ◆

SAMPLES ◆

◆ On test: Korg i3, Roland E-86, Fostex 380S,

Every month,
FM carries a
1-hour-plus CD!

MEGA

Simmons HexaHead, SeqWin for PC,

TEST

Otari DTR-7, Roland P-55 and more ◆

**Make sure to reserve a
copy of FM with your
newsagent. Use this form.**

Name..... Address.....

Postcode..... Telephone.....

Dear Newsagent, please reserve me a copy of
Future Music every month, starting with issue 14,
on sale Tuesday 16 November.

FM is published on the third Tuesday of the month and is
available fully SOR from your local wholesaler.

MAG*SAVE

FM 14 IS ON SALE NOW!
Don't miss your copy

RICOH LP1200 PCL5 LASER PRINTER

400 DPI 2Mb RAM 6PPM

A4 TEXT/AS GRAPHICS @ 400dpi • A4 GRAPHICS @ 300dpi. A 2Mb RAM UPGRADE IS REQUIRED TO PRINT A FULL A4 PAGE OF GRAPHICS AT 400dpi
HP LASERJET III™ COMPATIBLE • FLASH ROM UPGRADEABLE!

£599

+ VAT

Ricoh, have used their expertise to produce a 'first' in laser printers, the LP1200 with FLASH ROM. HP LaserJet III™ compatible, the LP1200 employs industry proven laser technology which, unlike LED printers, uses a laser light source to produce the most accurate and intense printed images at a range of print resolutions up to 400dpi. A fast efficient processor and engine, plus a straight paper path design allows printing at a full 6 pages per minute. The 2Mb RAM version prints a full A4 page of text or graphics at 300dpi. Using standard resident fonts and the alternate controller firmware supplied, it can also print an A4 page of text or A5 page of graphics at 400dpi and, using the Windows driver supplied, an A4 page of text at 400dpi from Windows 3.1.

A4 page of text at 400dpi from Windows 3.1.



SHOWN WITH UNIVERSAL FEEDER TOP TRAY (OPTIONAL EXTRA)

The 4Mb RAM version can print a full A4 page of graphics at 400 dpi and makes full use of the LP1200's 400 dpi printing capabilities, such as using Microsoft Windows fonts. Unique additional standard features include FLASH ROM 'future proof' technology and LAYOUT - a powerful document description language. The LP1200's unique internal FLASH ROM, which holds the printer controller firmware, can easily be updated as new developments in technology occur. This protects the investment you make in buying a Ricoh LP1200. Other manufacturers would require you to buy a new printer! Internal FLASH ROM and industry standard FLASH ROM PCMCIA cards can also be used to permanently store fonts, macros, graphics and extra emulations. Again, unlike the competition, the LP1200 includes LAYOUT, a powerful and intuitive document description language as standard. This offers unique opportunities to develop custom made printing systems. Forms and document templates can be designed complete with logos and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

The LP1200 comes with a 100 sheet A4 paper tray as standard. An optional universal feeder automatically feeds up to 150 sheets of paper (up to 169gsm), 15 envelopes, transparencies and labels.

CONSUMABLES + ACCESSORIES

PRODUCT CODE	PRODUCT DESCRIPTION	PRICE EXC. VAT
CAB 7500	Cable for PC/ST/Amiga	£8.47
KIT 5200	Laser Starter Kit Inc Cable	£12.50
LAA 5238	Universal Feeder (2nd Tray)	£85.00
LAA 5262	2Mb RAM Module	£85.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£39.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00
FAX 1200	Ricoh Fax/Modem Software/Firmware	£120.00
MOD 7199	Pace Microlin FX Fax/Data Modem	£180.00
LAA 5278	Ricoh Flash ROM Card (0.5w)	£48.00
LAA 5286	Ricoh Flash RAM Card (1w)	£199.00
LAA 5290	Ricoh Flash RAM Card (4w)	£599.00

All Prices are Exc VAT - CALL FOR A FULL PRICE LIST

*Note: As paper tray is already included in the printer price. More A4 paper can be purchased to feed different coloured stations.

FEATURE	IBM 4227 300	FUJITSU 4227 300	CANON LBP-4 PLUS	STAR 4227 300	RICOH LP1200
Average Print Speed (ppm)	1200	1200	1200	1200	1200
Maximum resolution in dots per inch	300 x 300	300 x 300	300 x 300	300 x 300	400 x 400
Windows 3 Driver @ 400 dpi	Yes	Yes	Yes	Yes	Yes
Print Speed	6ppm	6ppm	6ppm	6ppm	6ppm
Straight Paper Path	No	No	2nd F1A2 3rd	Yes	Yes
PC & Printer Command Language	Yes	Yes	Yes	Yes	Yes
HP-GL/2 Vector Graphics Included	Yes	Yes	Yes	Yes	Yes
Resolution improvement Enhancement	Yes	Yes	Yes	Yes	Yes
Standard RAM	1w	1w	512K	1w	2w
Full A4/500 dpi graphics with standard RAM	Yes	Yes	Yes	Yes	Yes
Warm Up Time	33 secs	25 secs	<60 secs	60 secs	45 secs
First Page of Text Output	15 secs	15 secs	35 secs	18 secs	<15 secs
Document Description Language included	Yes	Yes	Yes	Yes	Yes
Flash ROM	Yes	Yes	Yes	Yes	Yes
Flash ROM Upgradeable Firmware	Yes	Yes	Yes	Yes	Yes
PCMCIA Card Slot	Yes	Yes	Yes	Yes	Yes
Selectable Resident Fonts in HP L3 III Emulation	2	8	0	8	8
Resident Bit-Mapped Fonts	10	14	2	14	14
ALFA Intelligent Screen Font Technology	Yes	Yes	Yes	Yes	Yes
HP LaserJet III Emulation included	Yes	Yes	Yes	Yes	Yes
ETRON FX Emulation included	Yes	Yes	Yes	Yes	Yes
IBM ProPrinter Emulation included	Yes	Yes	Yes	Yes	Yes
Standard Tray Capacity	200	150	20	200	100
Protective cover on standard tray	Yes	Yes	Yes	Yes	Yes
Cost per page**	1.5p	2.5p	2.1p	2.2p	1.85p
Min-Max Paper Weight in gsm	60-150	60-150	60-150	60-150	60-150
Ability to print on OHP Film	Yes	Yes	Yes	Yes	Yes
Ability to print on 110mm card (Manual Feed)	Yes	Yes	Yes	Yes	Yes
Standby - Noise Level	38dB(A)	35dB(A)	<38dB(A)	<38dB(A)	<38dB(A)
Printing - Noise Level	58dB(A)	48dB(A)	<58dB(A)	<58dB(A)	<48dB(A)
PC independent PLAIN PAPER FAX OPTION	Yes	Yes	Yes	Yes	Yes

**As quoted by manufacturers - Jan '92

CORPORATE SALES TEAM
 Tel: 081-308 0888
 Fax: 081-308 0608

- **6 PAGES PER MINUTE**
- **2Mb RAM AS STANDARD**
Upgrade to 4Mb RAM only £85-VAT - see below
- **PCL5 - INC HP-GL/2**
With scalable fonts and vector graphics
- **SHARP EDGED PRINTING**
Ricoch FIAL (Fine Image ALgorithm) enhances resolution
- **400dpi RESOLUTION**
(Default res. - 300dpi. Will address 200, 240 & 400dpi)
- **UNIQUE FLASH ROM**
For controller upgrade and storage
- **PCMCIA CARD SLOT** (PCMCIA/VEIDA Compatible)
For programmable FLASH ROM cards
- **EXPANSION BOARD SLOT**
For improved connectivity eg. Coax/Twinax, PC-LAN etc
- **LAYOUT Document Description Language**
- **SERIAL + PARALLEL PORTS**
- **1 YEAR ON-SITE WARRANTY**
Next working day response

LP1200 WITH SINGLE BIN & 2Mb RAM

£599

+ VAT = £703.83

RAM UPGRADE - 2Mb to 4Mb (LAA 5262)	£85 + VAT
UNIVERSAL FEEDER (LAA 5238)	£85 + VAT
FAX OPTION Requires a modem (FAX 1200)	£120 + VAT
MODEM Pace Microlin FX for Fax Option (MOD 7199)	£180 + VAT

SILICA OFFER YOU

Before you decide when to buy your new laser printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or consumables, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- **FREE OVERNIGHT DELIVERY:**
On all hardware orders shipped in the UK mainland
- **TECHNICAL SUPPORT HELPLINE:**
A team of technical experts will be at your service
- **PRICE MATCH:**
We match competitors on a 'Same product - Same price' basis.
- **ESTABLISHED 15 YEARS:**
We have a proven track record in professional computer sales
- **PART OF A TSB COMPANY:** (with over 500 outlets)
We are solid, reliable and profitable
- **BUSINESS • EDUCATION • GOVERNMENT:**
Volume discounts are available. Tel: 081-309 1111

• **SHOWROOMS:**
We have demonstration and training facilities at all our stores

• **THE FULL STOCK RANGE:**
All of your requirements from one supplier

• **FREE CATALOGUES:**
Will be mailed to you with offers • software and peripheral details

• **PAYMENT:**
We accept most major credit cards. Cash advance at monthly interest. 24/24/24. (with no cash on hand)

HOT LINE 081-309 1111

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
 Order Lines Open: Mon-Sat 9.30am-6.00pm
 Late Night Opening: No Late Night Opening

LONDON SHOP: 52 Tottenham Court Road, London W1P 0BA
 Opening Hours: Mon-Sat 9.30am-6.00pm
 Late Night Opening: No Late Night Opening

LONDON SHOP: Selfridges (Basement Area), Oxford Street, London W1A 1AB
 Opening Hours: Mon-Sat 9.30am-6.00pm
 Late Night Opening: No Late Night Opening

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
 Opening Hours: Mon-Sat 9.30am-6.00pm
 Late Night Opening: No Late Night Opening

ESSEX SHOP: Keddes Chel Chel, High Street, Southend-on-Sea, Essex, SS1 1LA
 Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.30am-5.00pm)
 Late Night Opening: No Late Night Opening

IPSWICH SHOP: Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH
 Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.30am-5.00pm)
 Late Night Opening: No Late Night Opening

To: Silica Systems, AMFOR-1293-75, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON RICOH LP1200

Mr/Mrs/Ms/Ms: Initials: Surname:

Company Name (if applicable):

Address:

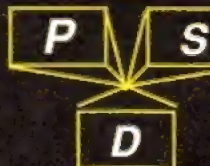
Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own?

main distributors

not the imitators!



Most CLR titles
ok on A1200!

The Central Licenseware Register ..

Commercial Quality programs at a PD price!

Most CLR titles
ok on A1200!

EDUCATIONAL

GLE01 TOTAL CONCEPTS DINOSAURS Learn your family all about the amazing dinosaurs! 2 disks 4.50.
GLE02 TOTAL CONCEPTS GEOLOGY Superb book on a disk by Chris Hill. Learn all about the rocks! 2 disks 4.50.
GLE03 TOTAL CONCEPTS SOLAR SYSTEM A superb illustrated guide to our Solar system! 3 disks 4.99.
GLE05 A-CHORD Teaches you all the chords you need to play the guitar, become the next Eric Clapton! 1 disk 3.50.
GLE07 TOTAL CONCEPTS FRESHWATER FISHING Learn all about freshwater fishing! Comes on 2 disks 4.50.
GLE08 NIGHT SKY Features over 1500 stars, sky can be displayed as seen from anywhere on earth! Excellent! 1 disk 3.50.
GLE09 WORDS & LADDERS Good spelling program. 1 disk 3.50.
GLE10 BASICALLY AMIGA Extensive guide to AmigaDOS! Very good program for beginners. 3 disks 4.99.
GLE11 LET'S LEARN For children of 5-7 years, progress through 5 levels of difficulty. Sums, times etc. 1 disk 3.50.
GLE12 ALPHABET TEACH spelling program for the kids! 1 disk 3.50.
GLE13 HOME BREW Create your own brews! 1 disk 3.50.
GLE14 TOTAL CONCEPTS ECOLOGY Learn about the most important "biology" in our lives! Superbly illustrated! 3 disks 4.99.
GLE15 FRET FRET This is a guitar scales tutor. 1 disk 3.50.
GLE16 KINGS & QUEENS A history lesson on all of the Kings & Queens of England since recorded history? 2 disks 4.50.
GLE17 THINGAMAJIG An electronic game. 1 disk 3.50.
GLE18 WORK & PLAY 3 educational programs. CLICK CLOCK learn the time, FUNTIME TABLES maths & GO SHOPPING! 1 disk 3.50.
GLE19 PLAY IT SAFE Teaches safety in the home. Help Teddy make your home safe from the bees! 1 disk 3.50.
GLE20 BIG TOP FUN Four program. Word balance, Matchplay, Balloon burst & Seal a grams 1 disk 3.50.
GLE21 JIGMANIA Jigsaw solving & construction set! 1 disk 3.50.
GLE22 CHESS TEACHER Teach chess in a fun way! 1 disk 3.50.
GLE23 MIND YOUR LANGUAGE Improve speech! 1 disk 3.50.
GLE24 SPEED READING Tests your reading speed. 2 disks 4.50.
GLE25 CHORD COACH This is a superb Piano Tutor. 1 disk 3.50.
GLE26 SNAP An educational game for languages. 1 disk 3.50.
GLE27 C.A.T.T. Super Tarot reading program. 2 disks 4.50.
GLE28 FUN WITH CUBBY 6 superb games for kids! 1 disk 3.50.
GLE30 PEG A PICTURE Make a picture from coloured pegs of coloured shapes, great for young kids! 1 disk 3.50.
GLE31 UNDERSTANDING AMOS: NEEDS AMOS! 2 disks 4.50.

GLE32 SPARKLING Superb educational book on a disk covering the legendary WWII fighter plane! 2 disks 4.50.
GLE33 MESSERSCHMITT BF109 Another superb WWII book on a disk. The time the German Messerschmitt 2 disks 4.50.
GLE34 YOUR FIRST PONY All you need to know! 2 disks 4.50.
GLE35 TOTAL CONCEPTS SOLAR SYSTEM 2 The superb sequel to the first volume, great pictures, a must have! 3 disks 4.99.
GLE36 THE TIME MACHINE Teaches kids to tell time. 2 disks 4.50.
GLE37 DISCOVERY AMERICA Learn about the USA! 1 disk 3.50.
GLE38 HOME INVENTIONS First in the quest for knowledge series. This picture book deals with inventions since 1750. 2 disks 4.50.
GLE39 MY LITTLE ARTIST Superb colouring book for children, with features for disabled as well! Needs 1mp chip. 2 disks 4.50.
GLE40 BOREALIS JUNIOR Drawing for young children! 1 disk 3.50.
GLE42 COMPOSITION Photograph Tutorial disk. 1 disk 3.50.
GLE43 AMOS LANGUAGE QUIZ Helps learn Amos. 1 disk 3.50.
GLE44 PORTRAITURE 2nd photo tutorial program. 1 disk 3.50.
GLE45 FUN WITH CUBBY 7 Tab kids games! 1 disk 3.50.
GLE46 BASIC HUMAN ANATOMY Good for education! 1 disk 3.50.
GLE47 SEA SENSE Learn all about boats! 1 disk 3.50.
GLE48 ROCKET MATHS Easy maths for kids! 1 disk 3.50.
GLE50 DRATV2 & Runicaster. Translator, needs 1mpg 2 disks 4.50.

UTILITIES

CLU01 VIDEO TITLER Create video titles! 1 disk 3.50.
CLU03 TYPING TUTOR Full typing course. Comes on 1 disk 3.50.
CLU04 ALPHABETGRAPH for producing Bar & Pie charts etc! 3.50.
CLU05 S.A. MENU MAKER make your own menu's! 1 disk 3.50.
CLU07 PHILO Simple to use database system. 1 disk 3.50.
CLU08 WORD FINDER crossword & anagram solver & 2 disks 4.50.
CLU09 PLAY & RAVEZ Music module linker. 2 disks 4.50.
CLU10 POWER ACCOUNTS account statements, income etc! 3.50.
CLU11 CALC V1 very useful spreadsheet program! 1 disk 3.50.
CLU12 VIRTUAL WINDOWS Notebook Address book etc! 1 disk 3.50.
CLU13 DATOS A powerful database, many features. 1 disk 3.50.
CLU14 STOCK CONTROLLER Keep track of stocks! 1 disk 3.50.
CLU15 EPOCH V1 calendar for Amiga. 1299 yr diary! 1 disk 3.50.
CLU16 CROSS STITCH good needlework program! 1 disk 3.50.
CLU17 LCL10 FONTS Nice fonts for Star LC10 printer! 1 disk 3.50.
CLU18 LCL20 FONTS Nice fonts for your LC200 printer! 1 disk 3.50.
CLU19 LCL24 FONTS Fonts for your Star 24 pin printer. 1 disk 3.50.
CLU20 CANON BJ10 Super Fonts for Canon Bubblejet! 1 disk 3.50.
CLU21 INVOICE MASTER Sort out your invoices! 1 disk 3.50.
CLU22 HARD DRIVE MENU Superb hard drive utility! 1 disk 3.50.

CLU23 FTS ANIM BRUSHES Needs U paint! 1 disk 3.50.
CLU24 RED LOTUS ANIM BRUSHES Needs D Paint! 1 disk 3.50.
CLU25 STARFIGHTER ANIM BRUSHES Needs D Paint! 2 disks 4.50.
CLU26 STAR VOYAGER ANIM BRUSHES for DPaint! 3 disks 4.99.
CLU27 IMAGE BASE Simple to use authoring package! 1 disk 3.50.
CLU28 CREATIVE ADVENTURE TOOLKIT Needs 1mb chip. 3.50.
CLU29 G.F.X. Graphics converters, sprite editors etc! 1 disk 3.50.
CLU30 DRAW SELECTOR V2 pools prediction program! 1 disk 3.50.
CLU31 FLOWCHARTER For creation of flowcharts! 1 disk 3.50.
CLU32 POWERTEXT V3 Powerful word processor! 1 disk 3.50.
CLU33 AM TUTOR Create WB3 look & feel Amos progs! 1 disk 3.50.
CLU34 IMAGE DOCTOR V1 Image processing software! 1 disk 3.50.

GAMES

CLG05 TRUCKIN ON TRUCK Management simulation 2 disks 4.50.
CLG08 DRAGON TILES Superb version very addictive! 1 disk 3.50.
CLG09 MOTOR DUEL great 3d car racing game! 1 disk 3.50.
CLG11 ALL GUNS BLAZING 2 player overhead view. 1 disk 3.50.
CLG12 BULLDOZER BOB Clear screen of blocks! 1 disk 3.50.
CLG13 PARADOX Another good puzzle game! 1 disk 3.50.
CLG14 SONIC SMARTIEHEAD Crazy platform game! 1 disk 3.50.
CLG15 SPODGE THE ESCAPE puzzle platformer! 1 disk 3.50.
CLG16 CRYSTAL MAZE A super puzzle game! 1 disk 3.50.
CLG17 IMBRILM Excellent graphic adventure! 1 disk 3.50.
CLG18 SKAN 29 Guide Sid through 320 levels! 1 disk 3.50.
CLG19 STELLAR ESCAPE Vertical shoot em up! 3 disks 4.99.
CLG20 JUNGLE BUNGLE Nice adventure game! 1 disk 3.50.
CLG21 FLOWER POWER Gfx before the bugs eat them! 1 disk 3.50.
CLG22 SPARK STOCKING FILLERS Xmas game! 1 disk 3.50.
CLG23 MARVIN THE MARTIAN A maze type game. 1 disk 3.50.
CLG24 EASY MONEY Tru machine simulator! (Not dos or 3) 3.50.
CLG25 WHITE RABBIT This is a good puzzle game! 1 disk 3.50.
CLG26 MONSTER ISLAND Dungeon Master game! 1 disk 3.50.
CLG28 TIME RIFT Game played over 4 time zones! 1 disk 3.50.
CLG29 BILLY BALL Good 3d isometric game! 1 disk 3.50.
CLG30 CAPTAIN K Nice platform game! 1 disk 3.50.
CLG31 DIRTY RACKET 3 tennis games on 1 disk! 1.50/disk 3.50.
CLG32 T BLOCKS stop the falling blocks! 1 disk 3.50.
CLG33 BAT O' ROOMS 2 player bat & ball game! 1 disk 3.50.
CLG34 CYBERNET Sideways scrolling shoot em up! 1 disk 3.50.
CLG35 OG Prehistoric caveman rescues girlfriend! 1 disk 3.50.
CLG36 RAW Red army worms, get the fisherman! 1 disk 3.50.
CLG38 QUINGO V4.00 Nice pub bingo game! 1 disk 3.50.

NIGHTSKY



CLG022 SPARK STOCKING FILLERS by Lin Tucker 3 super seasonal games for all the family! Christmas is a festive version of thingamajig with six picture puzzles to sort out! Christmas pairs is a traditional "pairs" game & Santas sleigh ride is a sideways scroller where you have to deliver presents down chimneys! 1 disk 3.50.



CLG049 TOTAL CONCEPTS DINOSAURS 3 is the latest TGI to join this excellent series & uses a new layout giving you a dino image & info buttons on every page! It includes the new superstar of the dino world Velociraptor. If you are at all interested in Dinosaurs this is a must to complete your Dinosaur library! Over 30 images supplied on 3 disks only 4.99.



CLG029 PREHISTORIC FUN PACK This is a superb title containing four fun dinosaur games. Dinosaur's tiles puzzle game. Dinosaur is a jigsaw memory game. Snakes & savers is the old favourite snakes & ladders. And Eggplant is a fun egg collecting game! Will keep the kids amused for ages! 1 disk 3.50.

NEW! COLOURED CLIPART! NEW!

This is a superb collection of coloured clipart, mostly in Hart mode (4096 colours), though some in 15 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Hart pictures! (OK on 500, 500b, 600, 1200 & 4000b)

CLG001 MAPS Brazil, Checkoslovakia, autoboot! +Y
CLG002 MAPS Denmark, Germany, New Zealand +Y
CLG003 MAPS France, Italy, Spain, Portugal, autoboot! +Y
CLG004 MAPS Greece, Ireland, New York, Hong Kong, autoboot! +Y
CLG005 MAPS Japan, Korea, Laos, S. Dakota, +Y
CLG006 MAPS Mexico, Monaco, autoboot! +Y
CLG007 MAPS Norway, Sweden, autoboot! +Y
CLG008 MAPS Russia, autoboot! +Y
CLG009 MAPS Taiwan, autoboot! +Y
CLG010 MAPS Texas, autoboot! +Y
CLG011 MAPS USA, autoboot! +Y
CLG012 MAPS USA, autoboot! +Y
CLG013 MAPS USA, autoboot! +Y
CLG014 MAPS USA, autoboot! +Y
CLG015 MAPS USA, autoboot! +Y
CLG016 MAPS USA, autoboot! +Y
CLG017 MAPS USA, autoboot! +Y
CLG018 MAPS USA, autoboot! +Y
CLG019 MAPS USA, autoboot! +Y
CLG020 MAPS USA, autoboot! +Y
CLG021 MAPS USA, autoboot! +Y
CLG022 MAPS USA, autoboot! +Y
CLG023 MAPS USA, autoboot! +Y
CLG024 MAPS USA, autoboot! +Y
CLG025 MAPS USA, autoboot! +Y
CLG026 MAPS USA, autoboot! +Y
CLG027 MAPS USA, autoboot! +Y
CLG028 MAPS USA, autoboot! +Y
CLG029 MAPS USA, autoboot! +Y
CLG030 MAPS USA, autoboot! +Y
CLG031 MAPS USA, autoboot! +Y
CLG032 MAPS USA, autoboot! +Y
CLG033 MAPS USA, autoboot! +Y
CLG034 MAPS USA, autoboot! +Y
CLG035 MAPS USA, autoboot! +Y
CLG036 MAPS USA, autoboot! +Y
CLG037 MAPS USA, autoboot! +Y
CLG038 MAPS USA, autoboot! +Y
CLG039 MAPS USA, autoboot! +Y
CLG040 MAPS USA, autoboot! +Y
CLG041 MAPS USA, autoboot! +Y
CLG042 MAPS USA, autoboot! +Y
CLG043 MAPS USA, autoboot! +Y
CLG044 MAPS USA, autoboot! +Y
CLG045 MAPS USA, autoboot! +Y
CLG046 MAPS USA, autoboot! +Y
CLG047 MAPS USA, autoboot! +Y
CLG048 MAPS USA, autoboot! +Y
CLG049 MAPS USA, autoboot! +Y

CLG050 FLOWERS 114-117 More flower pics, autoboot! +Y
CLG051 FLOWERS 118-121 More flower pics, autoboot! +Y
CLG052 FLOWERS 122-125 More flower pics, autoboot! +Y
CLG053 FLOWERS 126-129 More flower pics, autoboot! +Y
CLG054 FLOWERS 130-133 More flower pics, autoboot! +Y
CLG055 FLOWERS 134-137 More flower pics, autoboot! +Y
CLG056 FLOWERS 138-141 More flower pics, autoboot! +Y
CLG057 FLOWERS 142-145 More flower pics, autoboot! +Y
CLG058 FLOWERS 146-149 More flower pics, autoboot! +Y
CLG059 FLOWERS 150-153 More flower pics, autoboot! +Y
CLG060 FLOWERS 154-157 More flower pics, autoboot! +Y
CLG061 FLOWERS 158-161 More flower pics, autoboot! +Y
CLG062 FLOWERS 162-165 More flower pics, autoboot! +Y
CLG063 FLOWERS 166-169 More flower pics, autoboot! +Y
CLG064 FLOWERS 170-173 More flower pics, autoboot! +Y
CLG065 FLOWERS 174-177 More flower pics, autoboot! +Y
CLG066 FLOWERS 178-181 More flower pics, autoboot! +Y
CLG067 FLOWERS 182-185 More flower pics, autoboot! +Y
CLG068 FLOWERS 186-189 More flower pics, autoboot! +Y
CLG069 FLOWERS 190-193 More flower pics, autoboot! +Y
CLG070 FLOWERS 194-197 More flower pics, autoboot! +Y
CLG071 FLOWERS 198-201 More flower pics, autoboot! +Y
CLG072 FLOWERS 202-205 More flower pics, autoboot! +Y
CLG073 FLOWERS 206-209 More flower pics, autoboot! +Y
CLG074 FLOWERS 210-213 More flower pics, autoboot! +Y
CLG075 FLOWERS 214-217 More flower pics, autoboot! +Y
CLG076 FLOWERS 218-221 More flower pics, autoboot! +Y
CLG077 FLOWERS 222-225 More flower pics, autoboot! +Y
CLG078 FLOWERS 226-229 More flower pics, autoboot! +Y
CLG079 FLOWERS 230-233 More flower pics, autoboot! +Y
CLG080 FLOWERS 234-237 More flower pics, autoboot! +Y
CLG081 FLOWERS 238-241 More flower pics, autoboot! +Y
CLG082 FLOWERS 242-245 More flower pics, autoboot! +Y
CLG083 FLOWERS 246-249 More flower pics, autoboot! +Y
CLG084 FLOWERS 250-253 More flower pics, autoboot! +Y
CLG085 FLOWERS 254-257 More flower pics, autoboot! +Y
CLG086 FLOWERS 258-261 More flower pics, autoboot! +Y
CLG087 FLOWERS 262-265 More flower pics, autoboot! +Y
CLG088 FLOWERS 266-269 More flower pics, autoboot! +Y
CLG089 FLOWERS 270-273 More flower pics, autoboot! +Y
CLG090 FLOWERS 274-277 More flower pics, autoboot! +Y
CLG091 FLOWERS 278-281 More flower pics, autoboot! +Y
CLG092 FLOWERS 282-285 More flower pics, autoboot! +Y
CLG093 FLOWERS 286-289 More flower pics, autoboot! +Y
CLG094 FLOWERS 290-293 More flower pics, autoboot! +Y
CLG095 FLOWERS 294-297 More flower pics, autoboot! +Y
CLG096 FLOWERS 298-301 More flower pics, autoboot! +Y
CLG097 FLOWERS 302-305 More flower pics, autoboot! +Y
CLG098 FLOWERS 306-309 More flower pics, autoboot! +Y
CLG099 FLOWERS 310-313 More flower pics, autoboot! +Y
CLG100 FLOWERS 314-317 More flower pics, autoboot! +Y
CLG101 FLOWERS 318-321 More flower pics, autoboot! +Y
CLG102 FLOWERS 322-325 More flower pics, autoboot! +Y
CLG103 FLOWERS 326-329 More flower pics, autoboot! +Y
CLG104 FLOWERS 330-333 More flower pics, autoboot! +Y
CLG105 FLOWERS 334-337 More flower pics, autoboot! +Y
CLG106 FLOWERS 338-341 More flower pics, autoboot! +Y
CLG107 FLOWERS 342-345 More flower pics, autoboot! +Y
CLG108 FLOWERS 346-349 More flower pics, autoboot! +Y
CLG109 FLOWERS 350-353 More flower pics, autoboot! +Y
CLG110 FLOWERS 354-357 More flower pics, autoboot! +Y
CLG111 FLOWERS 358-361 More flower pics, autoboot! +Y
CLG112 FLOWERS 362-365 More flower pics, autoboot! +Y
CLG113 FLOWERS 366-369 More flower pics, autoboot! +Y
CLG114 FLOWERS 370-373 More flower pics, autoboot! +Y
CLG115 FLOWERS 374-377 More flower pics, autoboot! +Y
CLG116 FLOWERS 378-381 More flower pics, autoboot! +Y
CLG117 FLOWERS 382-385 More flower pics, autoboot! +Y
CLG118 FLOWERS 386-389 More flower pics, autoboot! +Y
CLG119 FLOWERS 390-393 More flower pics, autoboot! +Y
CLG120 FLOWERS 394-397 More flower pics, autoboot! +Y
CLG121 FLOWERS 398-401 More flower pics, autoboot! +Y
CLG122 FLOWERS 402-405 More flower pics, autoboot! +Y
CLG123 FLOWERS 406-409 More flower pics, autoboot! +Y
CLG124 FLOWERS 410-413 More flower pics, autoboot! +Y
CLG125 FLOWERS 414-417 More flower pics, autoboot! +Y
CLG126 FLOWERS 418-421 More flower pics, autoboot! +Y
CLG127 FLOWERS 422-425 More flower pics, autoboot! +Y
CLG128 FLOWERS 426-429 More flower pics, autoboot! +Y
CLG129 FLOWERS 430-433 More flower pics, autoboot! +Y
CLG130 FLOWERS 434-437 More flower pics, autoboot! +Y
CLG131 FLOWERS 438-441 More flower pics, autoboot! +Y
CLG132 FLOWERS 442-445 More flower pics, autoboot! +Y
CLG133 FLOWERS 446-449 More flower pics, autoboot! +Y
CLG134 FLOWERS 450-453 More flower pics, autoboot! +Y
CLG135 FLOWERS 454-457 More flower pics, autoboot! +Y
CLG136 FLOWERS 458-461 More flower pics, autoboot! +Y
CLG137 FLOWERS 462-465 More flower pics, autoboot! +Y
CLG138 FLOWERS 466-469 More flower pics, autoboot! +Y
CLG139 FLOWERS 470-473 More flower pics, autoboot! +Y
CLG140 FLOWERS 474-477 More flower pics, autoboot! +Y
CLG141 FLOWERS 478-481 More flower pics, autoboot! +Y
CLG142 FLOWERS 482-485 More flower pics, autoboot! +Y
CLG143 FLOWERS 486-489 More flower pics, autoboot! +Y
CLG144 FLOWERS 490-493 More flower pics, autoboot! +Y
CLG145 FLOWERS 494-497 More flower pics, autoboot! +Y
CLG146 FLOWERS 498-501 More flower pics, autoboot! +Y
CLG147 FLOWERS 502-505 More flower pics, autoboot! +Y
CLG148 FLOWERS 506-509 More flower pics, autoboot! +Y
CLG149 FLOWERS 510-513 More flower pics, autoboot! +Y
CLG150 FLOWERS 514-517 More flower pics, autoboot! +Y
CLG151 FLOWERS 518-521 More flower pics, autoboot! +Y
CLG152 FLOWERS 522-525 More flower pics, autoboot! +Y
CLG153 FLOWERS 526-529 More flower pics, autoboot! +Y
CLG154 FLOWERS 530-533 More flower pics, autoboot! +Y
CLG155 FLOWERS 534-537 More flower pics, autoboot! +Y
CLG156 FLOWERS 538-541 More flower pics, autoboot! +Y
CLG157 FLOWERS 542-545 More flower pics, autoboot! +Y
CLG158 FLOWERS 546-549 More flower pics, autoboot! +Y
CLG159 FLOWERS 550-553 More flower pics, autoboot! +Y
CLG160 FLOWERS 554-557 More flower pics, autoboot! +Y
CLG161 FLOWERS 558-561 More flower pics, autoboot! +Y
CLG162 FLOWERS 562-565 More flower pics, autoboot! +Y
CLG163 FLOWERS 566-569 More flower pics, autoboot! +Y
CLG164 FLOWERS 570-573 More flower pics, autoboot! +Y
CLG165 FLOWERS 574-577 More flower pics, autoboot! +Y
CLG166 FLOWERS 578-581 More flower pics, autoboot! +Y
CLG167 FLOWERS 582-585 More flower pics, autoboot! +Y
CLG168 FLOWERS 586-589 More flower pics, autoboot! +Y
CLG169 FLOWERS 590-593 More flower pics, autoboot! +Y
CLG170 FLOWERS 594-597 More flower pics, autoboot! +Y
CLG171 FLOWERS 598-601 More flower pics, autoboot! +Y
CLG172 FLOWERS 602-605 More flower pics, autoboot! +Y
CLG173 FLOWERS 606-609 More flower pics, autoboot! +Y
CLG174 FLOWERS 610-613 More flower pics, autoboot! +Y
CLG175 FLOWERS 614-617 More flower pics, autoboot! +Y
CLG176 FLOWERS 618-621 More flower pics, autoboot! +Y
CLG177 FLOWERS 622-625 More flower pics, autoboot! +Y
CLG178 FLOWERS 626-629 More flower pics, autoboot! +Y
CLG179 FLOWERS 630-633 More flower pics, autoboot! +Y
CLG180 FLOWERS 634-637 More flower pics, autoboot! +Y
CLG181 FLOWERS 638-641 More flower pics, autoboot! +Y
CLG182 FLOWERS 642-645 More flower pics, autoboot! +Y
CLG183 FLOWERS 646-649 More flower pics, autoboot! +Y
CLG184 FLOWERS 650-653 More flower pics, autoboot! +Y
CLG185 FLOWERS 654-657 More flower pics, autoboot! +Y
CLG186 FLOWERS 658-661 More flower pics, autoboot! +Y
CLG187 FLOWERS 662-665 More flower pics, autoboot! +Y
CLG188 FLOWERS 666-669 More flower pics, autoboot! +Y
CLG189 FLOWERS 670-673 More flower pics, autoboot! +Y
CLG190 FLOWERS 674-677 More flower pics, autoboot! +Y
CLG191 FLOWERS 678-681 More flower pics, autoboot! +Y
CLG192 FLOWERS 682-685 More flower pics, autoboot! +Y
CLG193 FLOWERS 686-689 More flower pics, autoboot! +Y
CLG194 FLOWERS 690-693 More flower pics, autoboot! +Y
CLG195 FLOWERS 694-697 More flower pics, autoboot! +Y
CLG196 FLOWERS 698-701 More flower pics, autoboot! +Y
CLG197 FLOWERS 702-705 More flower pics, autoboot! +Y
CLG198 FLOWERS 706-709 More flower pics, autoboot! +Y
CLG199 FLOWERS 710-713 More flower pics, autoboot! +Y
CLG200 FLOWERS 714-717 More flower pics, autoboot! +Y
CLG201 FLOWERS 718-721 More flower pics, autoboot! +Y
CLG202 FLOWERS 722-725 More flower pics, autoboot! +Y
CLG203 FLOWERS 726-729 More flower pics, autoboot! +Y
CLG204 FLOWERS 730-733 More flower pics, autoboot! +Y
CLG205 FLOWERS 734-737 More flower pics, autoboot! +Y
CLG206 FLOWERS 738-741 More flower pics, autoboot! +Y
CLG207 FLOWERS 742-745 More flower pics, autoboot! +Y
CLG208 FLOWERS 746-749 More flower pics, autoboot! +Y
CLG209 FLOWERS 750-753 More flower pics, autoboot! +Y
CLG210 FLOWERS 754-757 More flower pics, autoboot! +Y
CLG211 FLOWERS 758-761 More flower pics, autoboot! +Y
CLG212 FLOWERS 762-765 More flower pics, autoboot! +Y
CLG213 FLOWERS 766-769 More flower pics, autoboot! +Y
CLG214 FLOWERS 770-773 More flower pics, autoboot! +Y
CLG215 FLOWERS 774-777 More flower pics, autoboot! +Y
CLG216 FLOWERS 778-781 More flower pics, autoboot! +Y
CLG217 FLOWERS 782-785 More flower pics, autoboot! +Y
CLG218 FLOWERS 786-789 More flower pics, autoboot! +Y
CLG219 FLOWERS 790-793 More flower pics, autoboot! +Y
CLG220 FLOWERS 794-797 More flower pics, autoboot! +Y
CLG221 FLOWERS 798-801 More flower pics, autoboot! +Y
CLG222 FLOWERS 802-805 More flower pics, autoboot! +Y
CLG223 FLOWERS 806-809 More flower pics, autoboot! +Y
CLG224 FLOWERS 810-813 More flower pics, autoboot! +Y
CLG225 FLOWERS 814-817 More flower pics, autoboot! +Y
CLG226 FLOWERS 818-821 More flower pics, autoboot! +Y
CLG227 FLOWERS 822-825 More flower pics, autoboot! +Y
CLG228 FLOWERS 826-829 More flower pics, autoboot! +Y
CLG229 FLOWERS 830-833 More flower pics, autoboot! +Y
CLG230 FLOWERS 834-837 More flower pics, autoboot! +Y
CLG231 FLOWERS 838-841 More flower pics, autoboot! +Y
CLG232 FLOWERS 842-845 More flower pics, autoboot! +Y
CLG233 FLOWERS 846-849 More flower pics, autoboot! +Y
CLG234 FLOWERS 850-853 More flower pics, autoboot! +Y
CLG235 FLOWERS 854-857 More flower pics, autoboot! +Y
CLG236 FLOWERS 858-861 More flower pics, autoboot! +Y
CLG237 FLOWERS 862-865 More flower pics, autoboot! +Y
CLG238 FLOWERS 866-869 More flower pics, autoboot! +Y
CLG239 FLOWERS 870-873 More flower pics, autoboot! +Y
CLG240 FLOWERS 874-877 More flower pics, autoboot! +Y
CLG241 FLOWERS 878-881 More flower pics, autoboot! +Y
CLG242 FLOWERS 882-885 More flower pics, autoboot! +Y
CLG243 FLOWERS 886-889 More flower pics, autoboot! +Y
CLG244 FLOWERS 890-893 More flower pics, autoboot! +Y
CLG245 FLOWERS 894-897 More flower pics, autoboot! +Y
CLG246 FLOWERS 898-901 More flower pics, autoboot! +Y
CLG247 FLOWERS 902-905 More flower pics, autoboot! +Y
CLG248 FLOWERS 906-909 More flower pics, autoboot! +Y
CLG249 FLOWERS 910-913 More flower pics, autoboot! +Y
CLG250 FLOWERS 914-917 More flower pics, autoboot! +Y
CLG251 FLOWERS 918-921 More flower pics, autoboot! +Y
CLG252 FLOWERS 922-925 More flower pics, autoboot! +Y
CLG253 FLOWERS 926-929 More flower pics, autoboot! +Y
CLG254 FLOWERS 930-933 More flower pics, autoboot! +Y
CLG255 FLOWERS 934-937 More flower pics, autoboot! +Y
CLG256 FLOWERS 938-941 More flower pics, autoboot! +Y
CLG257 FLOWERS 942-945 More flower pics, autoboot! +Y
CLG258 FLOWERS 946-949 More flower pics, autoboot! +Y
CLG259 FLOWERS 950-953 More flower pics, autoboot! +Y
CLG260 FLOWERS 954-957 More flower pics, autoboot! +Y
CLG261 FLOWERS 958-961 More flower pics, autoboot! +Y
CLG262 FLOWERS 962-965 More flower pics, autoboot! +Y
CLG263 FLOWERS 966-969 More flower pics, autoboot! +Y
CLG264 FLOWERS 970-973 More flower pics, autoboot! +Y
CLG265 FLOWERS 974-977 More flower pics, autoboot! +Y
CLG266 FLOWERS 978-981 More flower pics, autoboot! +Y
CLG267 FLOWERS 982-985 More flower pics, autoboot! +Y
CLG268 FLOWERS 986-989 More flower pics, autoboot! +Y
CLG269 FLOWERS 990-993 More flower pics, autoboot! +Y
CLG270 FLOWERS 994-997 More flower pics, autoboot! +Y
CLG271 FLOWERS 998-1001 More flower pics, autoboot! +Y
CLG272 FLOWERS 1002-1005 More flower pics, autoboot! +Y
CLG273 FLOWERS 1006-1009 More flower pics, autoboot! +Y
CLG274 FLOWERS 1010-1013 More flower pics, autoboot! +Y
CLG275 FLOWERS 1014-1017 More flower pics, autoboot! +Y
CLG276 FLOWERS 1018-1021 More flower pics, autoboot! +Y
CLG277 FLOWERS 1022-1025 More flower pics, autoboot! +Y
CLG278 FLOWERS 1026-1029 More flower pics, autoboot! +Y
CLG279 FLOWERS 1030-1033 More flower pics, autoboot! +Y
CLG280 FLOWERS 1034-1037 More flower pics, autoboot! +Y
CLG281 FLOWERS 1038-1041 More flower pics, autoboot! +Y
CLG282 FLOWERS 1042-1045 More flower pics, autoboot! +Y
CLG283 FLOWERS 1046-1049 More flower pics, autoboot! +Y
CLG284 FLOWERS 1050-1053 More flower pics, autoboot! +Y
CLG285 FLOWERS 1054-1057 More flower pics, autoboot! +Y
CLG286 FLOWERS 1058-1061 More flower pics, autoboot! +Y
CLG287 FLOWERS 1062-1065 More flower pics, autoboot! +Y
CLG288 FLOWERS 1066-1069 More flower pics, autoboot! +Y
CLG289 FLOWERS 1070-1073 More flower pics, autoboot! +Y
CLG290 FLOWERS 1074-1077 More flower pics, autoboot! +Y
CLG291 FLOWERS 1078-1081 More flower pics, autoboot! +Y
CLG292 FLOWERS 1082-1085 More flower pics, autoboot! +Y
CLG293 FLOWERS 1086-1089 More flower pics, autoboot! +Y
CLG294 FLOWERS 1090-1093 More flower pics, autoboot! +Y
CLG295 FLOWERS 1094-1097 More flower pics, autoboot! +Y
CLG296 FLOWERS 1098-1101 More flower pics, autoboot! +Y
CLG297 FLOWERS 1102-1105 More flower pics, autoboot! +Y
CLG298 FLOWERS 1106-1109 More flower pics, autoboot! +Y
CLG299 FLOWERS 1110-1113 More flower pics, autoboot! +Y
CLG300 FLOWERS 1114-1117 More flower pics, autoboot! +Y
CLG301 FLOWERS 1118-1121 More flower pics, autoboot! +Y
CLG302 FLOWERS 1122-1125 More flower pics, autoboot! +Y
CLG303 FLOWERS 1126-1129 More flower pics, autoboot! +Y
CLG304 FLOWERS 1130-1133 More flower pics, autoboot! +Y
CLG305 FLOWERS 1134-1137 More flower pics, autoboot! +Y
CLG306 FLOWERS 1138-1141 More flower pics, autoboot! +Y
CLG307 FLOWERS 1142-1145 More flower pics, autoboot! +Y
CLG308 FLOWERS 1146-1149 More flower pics, autoboot! +Y
CLG309 FLOWERS 1150-1153 More flower pics, autoboot! +Y
CLG310 FLOWERS 1154-1157 More flower pics, autoboot! +Y
CLG311 FLOWERS 1158-1161 More flower pics, autoboot! +Y
CLG312 FLOWERS 1162-1165 More flower pics, autoboot! +Y
CLG313 FLOWERS 1166-1169 More flower pics, autoboot! +Y
CLG314 FLOWERS 1170-1173 More flower pics, autoboot! +Y
CLG315 FLOWERS 1174-1177 More flower pics, autoboot! +Y
CLG316 FLOWERS 1178-1181 More flower pics, autoboot! +Y
CLG317 FLOWERS 1182-1185 More flower pics, autoboot! +Y
CLG318 FLOWERS 1186-1189 More flower pics, autoboot

Star SJ-144

Using a heat fusion technique, Star's latest printer promises to produce colour laser quality for less than £700. Richard Baguley waxes lyrical.

STAR HAVE FOREGONE the usual dot matrix and inkjet technologies for their latest offering. Instead, they have used a technique called heat fusion, which transfers the colours from a wax-based ribbon to the paper by momentarily heating the print head. This melts the wax and then transfers the colour to the paper. Although this process is certainly nothing new, it has previously been extremely expensive, with printers costing more than £1,000.

Colour dot matrix ribbons have the four different colours used to print the image arranged in a series of horizontal stripes, but the ribbons for the SJ-144 use a different system. They are divided into sections, each containing one of the four primary colours – Cyan, Magenta, Yellow and Black. The image is printed in four passes, and the ribbon is wound on after each pass to a different colour section. It sounds odd, but it works. Unfortunately, it's a rather slow process, and means this printer is slower than the Canon BJC-600 reviewed in *AF* last month, which is able to print all four colours in one pass, because it has four separate print heads.

On the other hand, the SJ-144 has a wider printer head than most printers, which means it can print just under three lines of normal sized text with one pass of the print head. Therefore printing black and white text or images is significantly quicker than with a dot matrix, because



Although it's based around revolutionary technology, the SJ-144 is one of the smallest printers on the market. It's even smaller than the petite Canon BJ-105X.

As you can see from this printout, the SJ-144 can produce stunning results.



the SJ-144 can print several lines at once, meaning that fewer passes are required to complete the page.

Star distribute the cut down version of Wolf Faustus' *Print Studio* with all their printers, and as part of the software there is a driver designed for use with the SJ-144.

Paper is held in a built-in sheet feeder at the rear of the machine, which can hold around 30 sheets, depending on the thickness of the paper. Paper can also be fed in through the rear of the machine, which enables you to print on thicker paper.

The quality of the output is excellent, with strong bright colours and solid blacks. You need to be a bit careful about what sort of paper you use, because it doesn't much like thin or bumpy paper.

You should also bear in mind the cost of running the Star printer. Star quote a figure of 24.5 pages for each colour ribbon, but this will be significantly less if you're printing large images or ones with lots of black in them. With each ribbon costing around £14, you are looking at a figure of at least 50p per page of colour printing, although this will vary with the amount of printing required for each page. Black ribbons cost around £11, and last significantly longer.

Overall, I'm extremely impressed with this printer, and it's good to see an affordable printer using this previously expensive technique. The image quality is excellent, but the cost of running this printer could put people off. It compares well with the BJC-600, but the Canon bubblejet prints slightly faster. In terms of quality, there is relatively little to choose between the two, with both printers giving the same resolution. The Star performs slightly better with images with large areas of black, because the liquid ink used by the Canon can cause the paper to pucker.

STAR SJ-144



DESCRIPTION

Colour Thermal Printer

MANUFACTURER

Star Micronics

DISTRIBUTOR

Star Micronics 0494 471111

PRICE

£668.58

RELEASE

Available now

SPEED

The wider printer head makes printing quicker, but it's still slower than the BJC-600.

MANUAL

The documentation is well written with all of the relevant information easily accessible.

ACCESSIBILITY

The bundled printer driver software ensures that there won't be any hassles getting up and printing.

FEATURES

This machine produces excellent results with strong clear colours and solid blacks.

VALUE

It's not cheap, and with colour ribbons costing £14 each, it's not going to be cheap to run.

VERDICT

“ One of the smallest machines on the market, the SJ-144 is an excellent colour printer, although it is fairly slow and will be expensive to run. The quality of the printouts is extremely good. ”

89%

The Best Selling Word Processor and Database just became even better...

VALUE!

Since its launch, Pen Pal has become the most popular package of its type

Not surprising when you consider the extensive features at your fingertips, combined with user friendly simplicity, it was bound to be a winner! In a comprehensive Word Processor test, Amiga Format commented "There is little to fault Pen Pal, it deserves to do well" - quite a prediction it seems! Format have since said that it's "Still the best value for money..." If you're not a Pen Pal user yet, we hope you soon will be, because at just £49.95... the best just became better, even better value!

Pen Pal

A superb package, with immense power, to fulfil all your Word Processing needs, and... with an integrated Database too! It's all so easy to use, you'll rarely need to refer to the extensive 250 page lay-flat spiral bound manual. Users frequently tell us that they've never found a program they get on with so well.

THE WORD PROCESSOR You can... Open multiple documents simultaneously; search and replace; cut, copy and paste; check your spelling with a 110,000+ word dictionary; import your favourite IFF/HAM graphics, from programs such as DPaint, or Clip Art files in various sizes and colours; automatically flow text around graphics in any Workbench compatible font (there are over 200 available styles) in different sizes and colours to suit your design... Even as you type!

Full Page View with position, edit and creation of graphic objects and extremely useful forms designer. All this from a word processor and... Much, Much, More! As you can see from the documents shown on the left, this is no ordinary program!

THE DATABASE With 32 fields per record, 32,000 records per database and a fast sort of 1000 records in less than 5 seconds, this is a *real* database. Mail merging into the Word processor couldn't be simpler, with easy creation of templates for letters or reports, into which information can be merged.

AND... Remember, Pen Pal comes with full support for the new or experienced user completely free! Friendly help for all registered owners is just a phone call away.

SoftWood - Quality software for your Amiga

With Pen Pal you're not just getting a one off product! SoftWood are acknowledged as the World's leading software company who develop just for Amiga and no other system. Once you're a registered SoftWood product owner your investment is protected as you'll have access to unlimited free technical support (others charge you) and preferential upgrades to other SoftWood titles, both existing and future. Exciting new products are being developed right now. Pen Pal - your first step on the SoftWood ladder of Amiga software

Pen Pal is available from all good Amiga software Dealers or from SoftWood. Call for our list of stockists.

SoftWood Products Europe
PO Box 19 Alfreton
Derbyshire DE55 7RW England
Tel: 0773 836781 Fax: 0773 831040

Pen Pal is compatible with any Amiga from AS500 to the latest A1200/A4000 ranges with a minimum of 1 Mb. available free memory.

Diamond is the hardest known mineral, formed in great pressure and heat. Diamonds are known as hardwearing, but carbon has a way of surprising you...

HOTEL SERVICES
MEETING ROOM RESERVATIONS

Book Date: _____

Departure Date/Time: _____

Availability: Suite Exit: _____

DAY 1

Time	Room	Comments

DAY 2

Time	Room	Comments

The Bicycle
School English Project

A bicycle is a machine to ride on, also often called a "bike". It has two wheels, one behind the other, and that is how it gets its name. Because "bi" means "two" and "cycle" means "wheel". The wheels are held in line by a metal frame. The rider sits on a little seat that is attached to the frame. He steers by holding onto handlebars that turn the front wheel of the bicycle. He makes the rear wheel turn by pushing pedals up and down with his feet, and that makes the bicycle go forward. There are millions of bicycles all over the world. In fact, in total there are more bicycles than cars.

Most people from six to sixty can ride a bike, or have been taught to ride in a few hours. One of the most important things to learn is how to keep your balance, but this is easy to learn.

When the pedals of the bicycle are pushed up and down the bike goes a little forward. This approach is extremely easy to learn. The rear wheel is called the "drive wheel". The front wheel is called the "steering wheel".

The bicycle is the most popular mode of transport. It is also the most popular sport in Europe. Being smaller than cars, which are much faster, it is friendly to the environment, as it uses no waste (noise and air pollution). All roads in Europe are designed to be safe for bicycles. It is a good condition.



The Cheetah
Wildlife page

The cheetah is a lean, swift-running spotted member of the cat family, found on the plains of Africa and India. It is the fastest sprinter in the animal world, with powerful muscles. It can reach a top speed of 70 mph. The cheetah's body is built for speed, with long thin legs, a flexible spine, and a supple body. It is also called the hunting domesticated and trained.



letter using my new... I do not understand with this time I had to make an exception...

I am sure I got some from your store I loved to see the new... I am sure I got some from your store I loved to see the new...

I am sure I got some from your store I loved to see the new... I am sure I got some from your store I loved to see the new...

Pen Pal
Word Processor for the Amiga



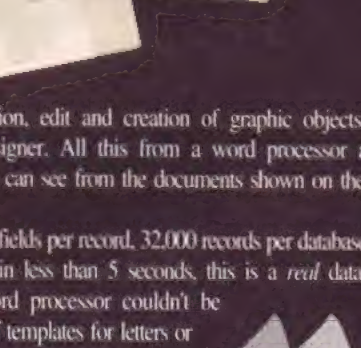
Pen Pal
Word Processor for the Amiga



Pen Pal
Word Processor for the Amiga



Pen Pal
Word Processor for the Amiga



Panasonic claim that their latest dot matrix printer offers high-quality black and white printing at low volume. Richard Baguley dons his ear muffs to put it to the test.

The Panasonic KX-P2023 dot matrix printer offers good quality black and white printing, but do you really need a black and white printer?

PRINTING CAN BE a health hazard. The noise from most dot matrix printers has been known to drive dogs wild and to wake the dead, especially when you're printing out the latest draft of your 500 page novel about life and death in a grim northern town.

Panasonic's latest offering for the ever-hungry printer market is the KX-P2023, a 24-pin black and white printer with a Super Quiet mode. In terms of hardware, it's fairly standard, weighing in at around five kilograms. It's about 13cm high, although the optional sheet feeder adds about another 13cm to this. The sheet feeder is an optional extra, although if you get a move on and buy your printer before the end of December this year, then you'll get it free.

Included with this printer is a special driver written by Amiga printer guru Wolf Faust. As well as all the usual control over the print density, dither patterns, and the suchlike, the driver also enables you to control the single sheet feeder and to put the printer into Super Quiet mode.

Although this mode is quieter than normal, it's still rather loud and irritating in a high-pitched whining noise sort of way which all users of dot matrix printers will be familiar with. This is especially true when printing graphics, but it is a lot quieter when printing text. Using this Super Quiet mode also slows down printing significantly, so you have to decide which is most important: quicker printing or your ears and sanity.

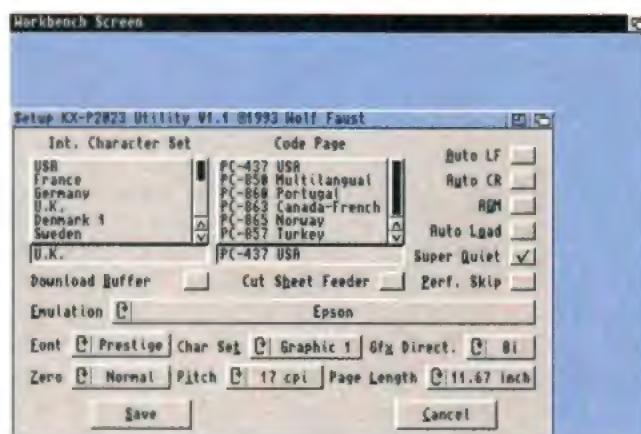
The quality of the output is good, with solid blacks and a controllable dither meaning that even graphics, which normally look weak on a 24-pin printer, look good although a fair amount of fiddling and experimentation is necessary to get the best results.

There is a slight amount of banding, but this is not particularly pronounced,

This is some test text printed out on Panasonics new KX-P2023 printer in the 'Prestige' Font, one of the five built into the machine. What do you think of the quality?



Panasonic KX-P2023



The printer driver included with the printer gives plenty of control over all aspects printing.

This is the sort of text quality you can expect from the Panasonic KX-P2023.

and can be nearly eliminated with some careful adjustment. Five fonts in a variety of sizes are built into the printer (Program, Courier, Prestige, Bold PS and Script). Text printing is reasonably fast, with a quoted speed of 80 characters per second in letter quality mode and 240 cps in draft quality.

It can also print when the print head is moving in either direction, so there's no need for the print head to return at the end of each line to continue printing.

This is certainly a fine 24-pin dot matrix printer at a reasonable price. The output is good, and the quality of the graphics is perfectly respectable. However, there is a wide variety of high-quality colour printers that will only cost you a few pounds more, and the decreasing price and increasing quality of bubblejet, inkjet and laser printers makes me wonder whether dot matrix technology hasn't finally had its day.

Perhaps the time has arrived for dot matrix printers to join all those eight-inch disk drives, punch cards, paper tape drives, and BBC Micros in the great museum of computing history.

PANASONIC KX-P2023



DESCRIPTION

24-pin Dot Matrix Printer

MANUFACTURER

Panasonic

DISTRIBUTOR

Panasonic 0344 853550

PRICE

£282

RELEASE

Out now

SPEED

Reasonably fast, but putting it into quiet mode does slow things down considerably.

MANUAL

No specific Amiga information, but all the technical gen is present, correct and well written.

ACCESSIBILITY

The Amiga driver gives you full control over the printer, including aspects such as the sheet feeder.

FEATURES

The Super Quiet feature does cut down on the noise level, but not to the extent I would have liked.

VALUE

Not bad value, but with plenty of colour 24-pin printers available for only a few quid more...

VERDICT

"It's a good black and white 24-pin printer, with high-quality output and comprehensive driver. Unfortunately for Panasonic, there are colour printers available for only a few pounds more which give just as much in terms of quality."

70%

New Horizon Computers

CHRISTMAS SPECIAL



Amiga 1200
60meg Hard Drive fitted

£399

inc V.A.T.

60meg
D.I.Y. Kit
£99

80meg
D.I.Y. Kit
£175

120meg
D.I.Y. Kit
£215

Desktop
Dynamite
£40
Add

Race &
Chase
£10
Add

Zool
Pack
£15
Add

How to order



By Phone.

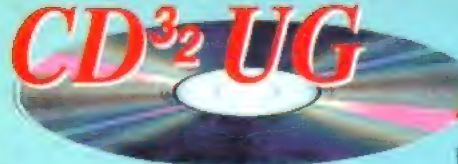


By Post. Send a cheque or Postal Order made payable to New Horizon Computers and post with order to:

New Horizon Computers (Mail Order) High Hope, Lee, Ross on Wye, Herefordshire HR9 7LN. CREDIT CARDS WELCOME

Sales Hotline 0989 750260 Tech Support 0989 750337

EST 1990



Amiga CD32 User's Group UK

UNIT D5, HI-TECH HOUSE, BLACKFRIARS STREET, NORWICH NR3 1SF



The NEW Amiga CD32 is here! The ultimate in home entertainment. CD32 comes with a 68020 processor from Motorola. It contains 32 bit architecture (which has thrown the A1200 to success). The CD32 also contains Commodore's custom AGA (Advanced Graphics Architecture) chipset named - Paula, Lisa and Alice, which goes to show it has some potential when it comes to graphics, not forgetting it's stunning sound capabilities. It comes with 2 megabytes of RAM and a double speed, multi-session CD-Rom drive. All this put together and have the best game & home entertainment system available. Plug great arcade quality games, listen to your favourite music CD's and soon your favourite CD films.

Amiga CD32 (rrp £299.99)
(including Diggers & Ocean Games)

1 Years Membership to CDUG (rrp £9.99)

£289
all this for just

includes 12 months on site warranty

Tel: (0603) 666202
(0603) 662066



We Accept Payment by
Access/Visa



CDUG's Member's Benefits

- All members receive Mystery Gift
- Members get great discount on all software and hardware
- Members swap shop scheme
- Information on all latest games and hardware
- Monthly newsletter with reviews, charts, gossip and great competitions
- Great bargains you just can not miss
- Win latest hardware and software titles

**ALL THIS
FOR £9.99**

**Join
NOW,**

All titles stocked.
Member Discount.

All hardware stocked. Crazy prices.
Phone now!

The ultimate in Home Entertainment

I would like to benefit from the NEW CDUG offer, monthly newsletters, all the latest software and hardware reviews, great discounts on the latest hardware and software, many competitions, swap shop, technical helpline pass and MUCH more!!!!

Ordering by post

Please complete and post to
the above address

Name _____
Address _____
Postcode _____

I enclose £9.99 payment for 1 years membership of CDUG.

If purchasing CD32 then membership is free!

If ordering by credit card then simply telephone.

(0603) 666202 or (0603) 662066 and our staff will take your details.

Forthcoming Titles
from C.D.U.G.



Great Money Saving Packages

All 16 packs work on all Amiga's

Postage: £1 on all UK orders
£1.50 Europe
£3.00 Rest of world

Fantastic Clip-Art

Both of our Clip-Art packs are of very high quality. Both on screen and printed output. Can be used by all Desktop Publishers & Art Packages and come with an installation program which is fool proof. Allowing you to install them to both floppy and hard drives.

☐ Pack 1 **£9.99**

A vast amount of Clips covering Buildings, Foods, Advertising Aids, Aircraft, Humour, Cooper Graphics, Animals, Birds, Love, Holiday, Girls/Woman, Assorted/Misc, Automobiles and Business

☐ Pack 2 **£9.99**

A vast amount of Great Clips covering Education, Fantasy, Plant/Flowers, Old Antique, Medical, Science, Space, Camping, Father Amos, Sport, Trains, War, Recycling, Sailing and Boating

Scalable Fonts

We have 400 scalable fonts, split into 4 packs for £9.99 each. That's 100 scalable fonts for £9.99. they can be used with all DTP's that support Adobe Type 1 Fonts. Please ring if interested in Compugraphic

☐ Pack 1 **£9.99**

☐ Pack 2 **£9.99**

☐ Pack 3 **£9.99**

☐ Pack 4 **£9.99**

We do not have enough room here to show you all these great looking fonts, which is a pity, but if you have a fax machine we will be delighted to fax you a complete sample now! Or send you details. Just phone and ask for details.

Games Games

The best games collection, includes Arcade, Board Games, Mind Bogglers, Beat 'Em Up's, Shoot 'Em Up's, Boulderdash type, Car, Plane, Cards, Education and More. This pack is updated as new software arrives, therefore we can not supply listings of contents here! Phone

☐ **£7.00**

Desktop Video

For all you Steven Spielberg's to come, this pack is for video enthusiasts if you have not already noticed. Video titlers, special graphic effects, tests and more. Comes with added bonus of back grounds & video fonts and a special database for storing your video collection on.

Cut! ☐ **£7.00**

'C' Programmers

This pack is unbelievable value. It is a complete manual on using the language 'C', far more in-depth than any book. It come with over 70 on-disk examples ready for you to run (no typing them in first). Covers Screens, Windows, IDCMP, Gadgets, Graphics and much more. 12 chapters in all. You also get a complete 'C' compiler chucked in ready for you to compile your programs.

Great Value! ☐ **£9.99**

Thousands of other titles available.
Ring for our catalogue

Education

Want to educate yourself, or others Children or adults, both covered for Includes - Spanish, German, French, Japanese, Maths, Science, Astronomy and much more.

☐ **£7.00**

Office/Home Business

You run a small business? Or simply want to keep up to date with your finance? Write letters? Accounts? Well here is your answer. Complete business package all in one. Contains the best word processor, spell checker, database, spreadsheet, account package, graphs and more.

all for ☐ **£7.00**

Emulators Pack

Emulate other computers such as Commodore 64, Spectrum 48k, IBM PC and more by using your Amiga. Play Atic Atac on the Spectrum. Word processors on the IBM etc. Full instructions.

☐ **£6.00**

Compatibility

Lots of useful utilities to downgrade your machines to Workbench 1.3. Cache off, reduce disk drives. Fixes messy demos to work on A500 Plus and 1200/4000 etc. If this won't, nothing will.

☐ **£5.00**

A1200/4000 AGA

A package for the lucky owners of an AGA machine such as Amiga 4000 or Amiga 1200. Includes great demos. 24 bit pictures. Some specific 1200/4000 utilities and loads more.

☐ **£7.00**

Introduction

A package based on people who are new to PD. Gives you a taste of the following: copiers, demos, music, games, utilities and toys, graphics utilities & more.

☐ **£5.00**

Technostyle

If you are into Rave/Techno style tracks then you will NJoy this package. It contains a music program [MED] and comes complete with great Rave/Techno tracks for you to listen to, but not only can you listen to them, you also get lots and lots of Instruments, Beats, Vocals, Bass and more. BE YOUR OWN MC. Create your own tracks. Record them onto your tapes.

Make some noise! ☐ **£7.00**

Tick boxes, rip page out or photocopy



Personal Details

Name _____
Address _____
Postcode _____

If ordered by credit card then simply telephone
(0603) 666202 or (0603) 662066 and our staff will take your details.

BATTLEAXE Unit D5, HI-TECH HOUSE, BLACKFRIARS STREET, NORWICH, NORFOLK NR3 1SF

Tel: (0603) 666202, (0603) 662066

If you're looking for a stocking filler for your Amiga-owning loved one, you then you could do a lot worse than going into the Public Domain Christmas grotto, sitting on Richard Baguley's knee, and seeing what he pulls out of his sack...

PD Update

What does this sign mean?



1. Dual carriageway ends
2. Dual carriageway begins
3. No tuning forks

I think the answer to this one is three. Perhaps that explains why I've never learned to drive....

1

2

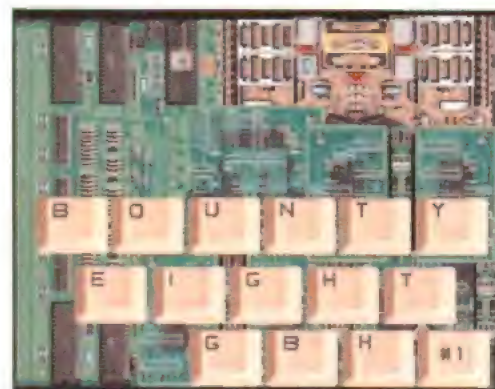
3

CODE-MONGUS EXPRESS PD U1002

EDUC

I must admit that I've never been a great fan of cars, unlike the editor of this fine magazine, who drives one of the fastest big pink cars you can get. Anyway, to pass your driving test, you're supposed to be able to recognise a profusion of road signs and answer questions such as "What's the stopping distance of a two-ton elephant at 70 mph?"

This program provides you with a handy way of testing your knowledge with a multiple choice quiz on all the aspects of the Highway Code. There are a total 123 text questions, plus 73 questions relating to traffic signs, all with a choice of three possible answers. *Codemongus* is very well put together, and even features a high score table, which adds to its entertainment value. So if you're not sure of the difference between a Hump-backed Bridge and a Men At Work sign, this could be a useful program for you.



The title screen of *Bounty* issue eight. The two-disk mag, which covers a wide range of issues, now costs £3.

BOUNTY CYNOSTIC D0189

MAG

Disk mags are fast becoming something of an art form, with a lot of coding groups producing their own mags such as this one. *Bounty* has been around for a few months now, and this is the eighth issue. But it's no longer free and from now on you'll have to fork out £3 for the two-disk mag.

Bounty doesn't look as exciting as disk mags such as *Grapevine* or *Lunchtime*, because it's all text based (except for the gallery section), but the articles are of a high quality. Topics covered in this issue range from shag pile carpeting to game reviews and swearing (which is not big or clever).

ENTITY CYNOSTIC

GAME

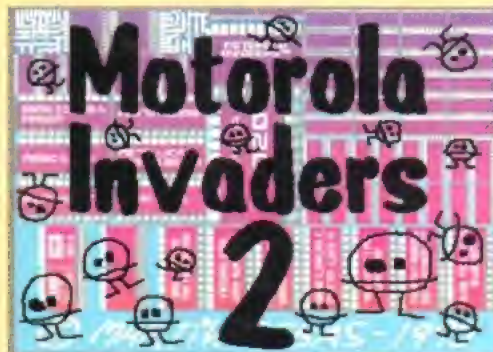
If you hadn't noticed, you are being invaded by the Entity, and all you have to defend yourself is a Stix. Sounds nasty. You're also enclosed in an electrified fence, and if you touch the side, a short circuit drains your batteries and sets your bonus to

MOTOROLA INVADERS 2 AGA TELESCAN

GAME

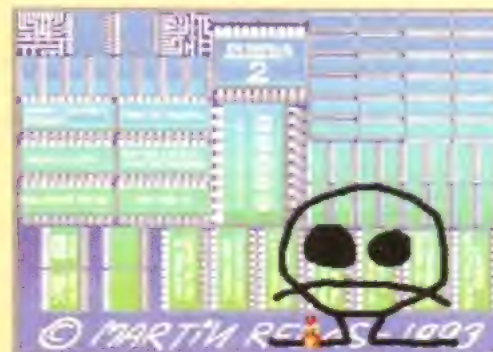
I must admit that the original *Motorola Invaders* passed me by, but that doesn't stop this being an excellent game. As you may have guessed, it bears a certain resemblance to the classic arcade game called *Space Invaders*, but instead of aliens you have to shoot Viruses. These nasty little specimens are trying to get to the bottom of the screen, and thus invade your computer. It's your task to blast them into oblivion.

On the first level, they zoom around randomly, but on the second, they act like conventional Invaders and move down the screen in rows. If you get as far as the third level, you have to face a rather large boss virus, who takes an awful lot of expunging. As you may have guessed from the



The title screen from *Motorola Invaders*, which bears a certain resemblance to, erm, *Space Invaders*.

name, this game will only work on AGA machines (the A1200 and A4000), but the author (Martin Rebas from Sweden) has done a good job of using



Get on to level three and you have to face this rather nasty invader who takes a lot of shots to destroy.

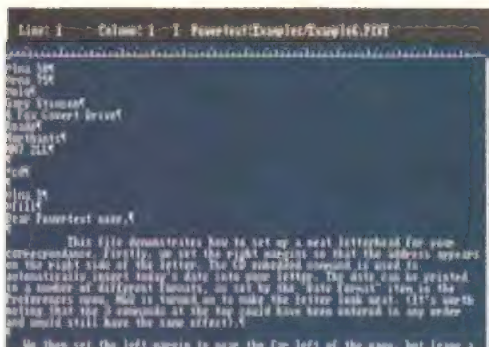
the extra power of the AGA chipset to create smooth graphics, good backgrounds and a sampled Metallica soundtrack.

POWERTEXT

CLR

PowerText is, as you would expect, a word processor. However, it differs from most in that it only costs £3.50, instead of the usual £90 or so. Created by AMOS veteran Gary Stimson **PowerText** is an impressive bit of programming. It boasts many powerful functions and is designed for producing printed documents.

The most useful part of the program is the ability it gives you to insert commands into a document, in a similar way as you do with **Protext**. These commands control the printer, and can set font, size and justification. These commands don't affect the screen representation of your document, so the program is certainly not a WYSIWYG (What You See Is What You Get) word processor. But with a bit of planning and a few practice runs,



PowerText is an extremely capable and effective word processor, and it will only cost you a measly £3.50.

PowerText can produce excellent results. It's certainly not going to replace the best commercial word processor programs such as **Wordworth** or



PowerText even includes a useful spell checker, although the dictionary is a little limited.

Final Copy, but for producing simple documents, **PowerText** is an extremely capable and highly effective tool.



Careful where you point that Stix! You could have somebody's eye out with that!

zero. So, you move your Stix around with your mouse controlling one end, while the other moves randomly. Anything that gets between the two points is zapped. To make matters a bit more tricky, the Entity attacks you in multiple parts, some of which take more than one zap to destroy. If any part of the Entity gets to the wall, it will drain some of your energy and once that falls to zero, it's goodnight Vienna.

Entity is a fast, complex and frustrating blast-em-up without the blast. Perhaps that should be a zap-em-up. Anyway, we mentioned this game in PD Update way back in April, but the author has rewritten it so it's faster, and now works properly on A1200 and A4000s. He's also working on the AGA version, which should be out next year.

OCTATUTOR

TELESCAN

EDUC

Using your Amiga to make music can be a complex business, and powerful programs such as **OctaMED** can be a touch difficult to get to grips with. So, anything that makes it easier to work out what's going on in these programs can't be bad.



Octatutor claims to show you around the bells and whistles of **OctaMED**, but rather fails to raise any steam.

Unfortunately, the well-intentioned programmers have created a disk that is only of limited use. The program is designed to show a new user around **OctaMED** (up to version 3), but it fails on one serious count. Because the author wrote the program using AMOS, it can't multitask, which means that you can't read a section in the tutorial, flick over into **OctaMED** to try something out, and then flick back to the tutorial.

You could get round this rather annoying problem by printing out the 20 or so screens which form the tutorial, but this is hardly an ideal solution to the problem.

The author obviously knows a lot about using **OctaMED**, as the five songs included on the disk show. It's just a pity that this knowledge is presented in a manner which makes it difficult to get the most out of it.

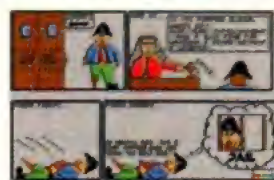
THIS YEAR'S TOP 10 GAMES & UTILITIES

We've seen hundreds of PD games and utilities over the year, and there's a wealth of programs out there to enrich your Amiga-using life in every way you can imagine. Here's our pick of the year...

1 LYAPUNOV (NBS 13/U3)

Fractals may be a bit passé, but this program uses a weird bit of mathematics to produce stunning organic fractal images.

2 GRAPEVINE



Grapevine is the best of the many disk magazines.

A consistently witty and useful disk magazine, **Grapevine** has become one of the mainstays of the Amiga community. Long may it continue to thrive.

3 REND 24 (CYNOSTIC U0010)

It's not as powerful as **Art Department Professional**, but for processing images and animations, **Rend 24** a very useful program, as you'd expect from one of the authors of **ImageFX**.

4 VIEWTEK

For Workbench 2 or above, this remarkably flexible file viewer can even view JPEG and GIF files.

5 NUMERIX

This, erm, 'Scrabblesque' game involves putting differently shaped pieces on to a board, covering squares which give you a number of points.

6 PARBENCH

An excellent utility for connecting together two Amigas via their parallel ports. As used in the



Dirty Rackets is a top ten blast from the sporting past.

8 TOOL MANAGER (FRED FISH 872 & 873)

One of the elite few PD programs that has found its way on to my own hard disk. It adds programs to the Workbench Tools menu, or adds Docks to your Workbench screen.

9 DEGRADER

Turns your shiny new machine into a grotty old one, so you can run older software.



Turn your Amiga into a music machine with **OctaMED**.

office for connecting a CDTV to an A2000.

7 DIRTY RACKETS (CLR DISK 31)

Nostalgia is alive and kicking in this excellent update of the popular early tennis and football games.

10 OCTAMED

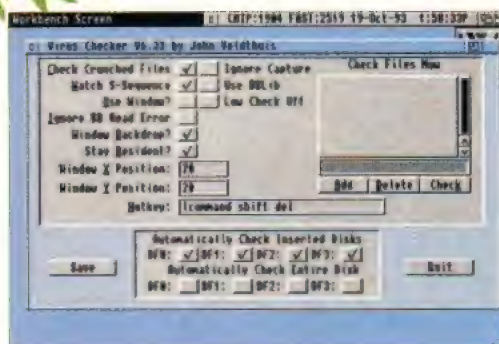
The most powerful and easy-to-use music program on the Amiga, although **ProTracker** is a serious challenger.

WHERE TO GET THE DISKS IN THIS ISSUE

EXPRESS PD, 47 Aberdale Road,
West Knighton, Leicester LE2 6GD. 0533 887061

TELESCAN COMPUTER SERVICES
Handsworth Road, Blackpool. 0253 22296

CYNOSTIC PD
Office 1, New Enterprise Centre
Little Heath Ind. Est.,
Old Church Road,
Coventry CV6 7NB. 0203 613817



John Veldhuis' rather excellent *Virus Checker* program, which is currently up to version 6.33, is just one of your allies in the battle against viruses.

IT IS A rare and fortunate Amiga user who has never been struck by a virus. These rogue programs, such as *Byte Bandit* and the *Crime Virus*, can hide on an infected machine and emerge at a predetermined time to do something extremely nasty. This can range from changing your mouse pointer to overwriting a random part of your hard disk and possibly destroying all the data held there. Whatever it does, a virus will cause you problems.

Fortunately, there is a solution. Programs such as *Virus Checker* and *VirusZ* can be run in the background on your machine, and will check for any viruses which are hiding on your Amiga. They will also check every new disk you insert to make sure that nothing unpleasant is lurking on it. Both of these programs are regularly upgraded, and they are widely available as Freeware.

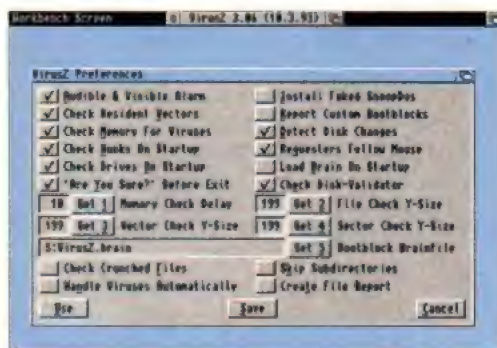
Safe Hex International (SHI) has been at the forefront of the battle against viruses since 1990, but it's only recently that a UK branch of the organisation has opened. SHI is run by Paul Browne, who participates in anti-virus efforts with the other branches of the organisation around the world, including the head office in Denmark, run by Erik Lovendhal Sorenson.

Safe Hex International concentrates on producing *The New Superkillers*, a disk containing the most up-to-date versions of the best anti-virus programs. This comes in two versions for Workbench 1.3 and Workbench 2 and above users. It's upgraded regularly, and part of the money made from the disk goes to the authors of the programs, and towards the campaign to raise awareness of what viruses are and how to prevent them spreading.

SHI offers a reward of \$1,000 for information leading to the conviction of virus programmers, and they are currently working with the police on

PD Special

Virus Writers beware! Somebody is out to get you. Richard Baguley looks at how Safe Hex International are taking on the virus programmers.

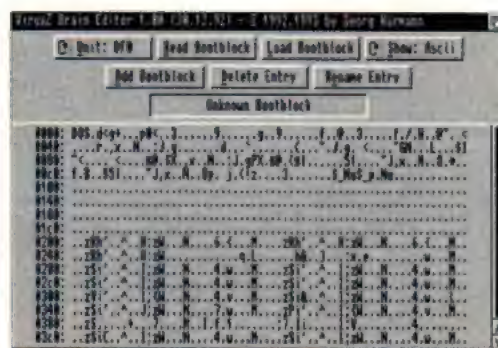


VirusZ, written by Georg Hormann is one of the most popular and effective anti-virus programs.

one case with a view to prosecuting a virus author. Because this case is still pending we can't print details, but anybody who has encountered a virus will agree that legal action against the people who write these destructive programs is long overdue.

But why do people write virus programs? Well the simple answer is that it's because they are bloody minded, they intentionally want to inconvenience, or they get some sort of kick out of showing off their programming 'skills'. Whatever the reason, creating a virus is certainly not big and it's not clever.

One word of caution: many of the anti-virus programs will complain about games disks, and generate messages about "Non standard boot blocks". This doesn't mean that your disks are infected by a virus, just that the program doesn't recognise what's on the disk.



This is the Bootliab of *VirusZ* looking at the bootblock of the *Second Samurai* demo on AF51.

Many software houses use different ways of storing data on the disk to stop people copying them, and some anti-virus programs will offer to re-install the bootblock with a standard one. You should never reinstall the bootblock with a standard one on a game disk, because this could damage the disk and render the game unplayable.

If you want further information about Safe Hex International, contact them at: SHI Regional Virus Centre UK, 304 Leeds Road, Eccleshill, Bradford, West Yorkshire BD2 3LQ, or at the following E-Mail addresses: 2:250/320.4@Fidonet.org or 39:138/14.4@Amiganet.org.

SHI can also be contacted on the Fidonet echo SAFE_HEX.

The New Superkillers disk costs £2. Safe Hex International will send you the next five updated versions of the disk for £10. Cheques should be made payable to Paul Browne.

VIRUS UPDATE

One of the newest viruses likely to be encountered by Amiga users is the *Crime Virus*, which has two strains (CRIME and CRIME++). It's not yet clear exactly what this virus does or how it is triggered, but it's likely to do something nasty.

This virus appears to be able to infect data files and turn them into infected executable files. This caused some panic when a recent version of *Virus Checker* (6.31) falsely reported that files compressed with the utility *Powerpacker* were infected, and proceeded to try and remove the virus, damaging the files in the process.

Unfortunately, this damage was not easily repaired, and many people lost important files. Later versions of *Virus Checker* do not detect the *Crime Virus*, and Safe Hex International recommend that you use *VirusZ* version 3.07 to deal with this unpleasant virus.

PUBLIC DOMAIN JARGON BUSTED

The world of Public Domain is full of confusing terms and names. At Amiga Format we aim to demystify this world, so here's our easy guide to common PD terms and names.

PUBLIC DOMAIN - Any software which is in the Public Domain (PD) can be copied and distributed by anybody, as long as no money beyond the cost of the disk changes hands. There are many companies that sell PD who advertise in AF, so read through the adverts in the following pages. Many PD companies will make up collections of programs with a specific theme or purpose, so if you need a certain type of program, check the adverts and phone around. You are also allowed to make copies of PD disks and distribute them to friends, again as long as you're not making a profit.

SHAREWARE - This means that the freely distributable version on the disk is disabled in some way, and the full version is obtainable by sending

a small sum to the author. Some people distribute the full version, but with the proviso that if you use the program regularly, you should send them a small registration fee.

LICENCEWARE - This is somewhere between PD and commercial programs, in that you are not allowed to distribute them, but they don't cost very much. A Licenceware disk will cost you under a fiver, but as a rule the quality of the programs is much higher than many PD programs.

FREWARE - With Freeware, there are no restrictions, and you can copy it as many times as you like, and pass it on to friends or upload it to bulletin boards.

While the rest of us went out carol singing in our scarves and woolly hats, and then downed pitchers of mulled wine around a blazing log fire, Stephen Bradley worked late into the night, alone in a corner of the AF office to bring you all the latest news from the demo scene...

PD Demo Zone



This chap bears an uncanny resemblance to that great entertainer Buster Bloodvessel.

SATURNE 93 TELESCAN

SLIDE

Here's a slideshow with a nice jazzy backing track, which is a bit like watching the *Vision On* gallery ("I'm sorry but we can't return any of your disks"). Many subjects and styles are crammed on to the disk ranging from the naked-woman-clutching-sword-riding-dragon style, to cuddly cartoon bunnies and a rather menacing looking clown. The quality is mostly very good (some are a little blurred) though it's best recommended to the dedicated gallery folk.

PERIL NBS (DISK P126)

ANIM

With a leading man who looks like a cross between Dracula and Michael Barrymore, *Peril* is tale of er,



The evil fiend explores his back catalogue of John Travolta dance moves. But will the woman be saved?

peril. Peril, that is, for a blonde female who happens to be tied to a train track by the lovable neck-biting game show host. Does he strike it lucky or will the temptress be saved from the rapidly approaching express? Can leaves on the line stop the train? Created using *DPaint 3*, *Peril* isn't the most sophisticated of Amiga anims but there are some nice touches of humour.

THE FIGHT TELESCAN

ANIM

The Fight is the first in a series of animations (we're told) by somebody called Evan. *The Fight* is an almost Monty Python/Gillian romp with a

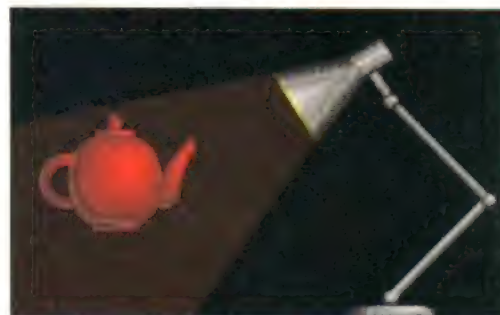


Executed with aplomb, the back kick to the face can often cause your opponent a measure of discomfort.

THE TEAPOT AND THE ANGLEPOISE LAMP

ANIM

NBS (DISK P125)



This isn't handbags at four paces. It's war. Permit me to use the term light infantry with a wry smile on my face.

You don't see this going on outside the chippy of a Friday night. Iain McCaffrey has produced an excellent (if rather brief) animated battle, using *Deluxe Paint 4*, which pits teapot against lamp. Beautifully drawn and incredibly smooth, the fight is a series of moves by each combatant ending in the destruction of both parties. A message there for all you silly lamps and teapots who think that fighting is clever (that bloke's a nutter).

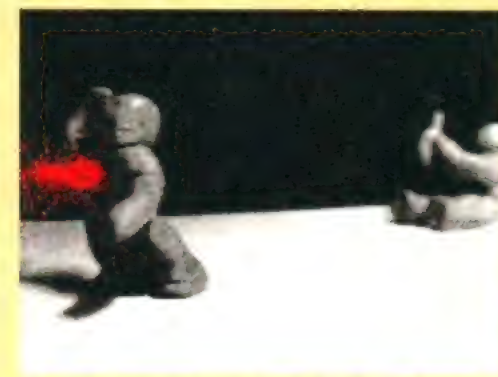
DATA-X TRILOGY

DEMO

NBS (DISK M526)

Yo! Trevor McDonald, turn up the bass. And indeed he did, for on this *Data-X* demo we are treated to a rave version of the *News at Ten* theme.

strong sense of the absurd running through it. A couple of Morph-type characters get involved in a ruck. Not so much brawling as carefully choreographed moves as in *WWF*. The best scene involves one chap dropping from above, getting back-kicked in the chops, whereupon he picks up a



But you can execute moves with aplomb until you're red in the chest, if your quarry carries a revolver.



Unlikely bedfellows they may well make, yet The Marcells sit comfortably aside *News at Ten* and *The Jam*.

The Jam's *Going Underground* and *Blue Moon* by The Marcells also get similar treatment. I'd be misleading you somewhat if I said the demo was visually rewarding, it's just a tunnel effect with the colours changing now and again. But if you fancy 17 minutes of daft ravey wavy Davey music then check this out.

SLIDEMANIA 1 TELESCAN

SLIDE



"Never fly in the face of the flag," is one remark the Queen used to make when I was at the garden party.

A mixed bag of slides this, ranging from fantasy, to Athena poster-type pictures, to the Japanese style of Manga animation – a very popular artistic genre for slideshows at the moment. All of the images on the disk have previously appeared in the Art Gallery section of *Scanner* disk magazines. Three of them are HAM and the rest are either 16 or 32-bit. With such a wide variety, there will be something in here that appeals to most tastes. Me, I liked the painted Union Jack face best because it reminded me of *Among The Thugs* book by Bill Buford.

gun, shoots his opponent dead and promptly gets squashed by a large human fist. I think there's probably a moral in there somewhere. *The Fight* is a totally excellent (but sadly all too brief) looped animation and is well worth a gander – whatever that means.



Ah, the hand of fate deals a cruel blow. He thought that the victory was in the palm of his hand.



Swirling cityscapes set the mood for *Extension*, a moody, atmospheric and visually splendid demo.

EXTENSION CYNOSTIC (DISK D0182)

SLIDE

Imagine if you will, the incidental music for a car chase in an extremely low budget American cop movie. The track on this demo by the interestingly-named duo Coconut and Flame, sounds as if it would fit such a scenario perfectly. And I like it. Visually, *Extension* by Pygmy Projects is one of the more innovative demos of the many that wait patiently in the queue on my busy desk each month. The dotscapes and tunnels and swirling cityscapes (as well as the obligatory Glanz vectors) are mostly extremely effective and at times *Extension* is quite atmospheric.

TIPPITY TOP 10 FOR 1993

Not the bestsellers, but what we thought were the best.

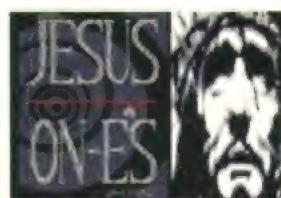
1. STATE OF THE ART (CYNOSTIC, DISK D0031)

The graphically stunning *State of the Art* saw the rave demo come of age. The smart vector polygons and smooth morphing outshone the music.

2. REVELATIONS (CYNOSTIC PD, DISK P0028)

This incredible slideshow was created using either 16 or 64 colours, yet the results are stunning with remarkable attention to detail.

3. JESUS ON E'S (NBS DISKS 13/D9&10)



Jesus On E's set the standard for rave demos in 1993.

LSD's lengthy megademo consisting of flashy swirly graphics synchronised to an excellent rave track was well received in the Amiga Format office back in February.

4. QUALITY TIME (TELESCAN, DISKS 1-4)

Flip the Frog's attempts to get it on with Amy Squirrel are frustrated in Eric Schwartz's six minute, 5Mb monster. Cute and funny.

5. DESERT DREAMS (EXPRESS PD, DISKS A1276 1&2)

A cross between a megademo and a trackmo, *Desert Dreams* is beautifully illustrated and backed by some great tunes, expertly synched.

FIT CHIX 2 AND 3 AGA TELESCAN



Paula Abdul will no doubt be thrilled at her inclusion on this collection. Better than a number one hit eh?

Beavis and Butt-head regularly make the observation that "naked girls are cool. Huh, huh huh, huh huh". And who am I to argue with them? If you agree that naked girls are cool, and would like to look at reasonably good quality pictures of naked, young-feller-me-lasses, then *Fit Chix 2 and 3* should be right up your street. Not that they're completely naked you understand, just sort of semi-naked.

6. THE AD (CRAIG COLLINS)

This futuristic anim telling the tale of a spaceman caught up in intergalactic Kola Wars has a superb chase sequence, although the demo suffers from being a tad dark.

7. ROAD HOG (17-BIT, DISKS 2302 A&B)

Colourful graphics and a tale of a destructive driver (with a dramatic late twist) combine to make *Road Hog* one of the year's best anims.

8. THE HAUNTED (VIRUS-FREE PD)



Maxel Mite is in for a fright in Roddy McMillan's *The Haunted*.

Roddy McMillan's six minute anim about Maxel Mite's experience at a haunted manor is visually resplendent and features some quite wonderful sound effects.

9. BAIT MASKING (TELESCAN)

A stonking anim from Eric Schwartz put together using *Moviesetter*, *Bait Masking* is both thoughtful and humorous.

10. COMIC ART VOLUME 2 (CYNOSTIC PD)

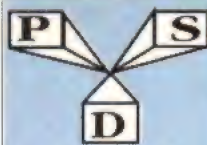
Excellent hand-drawn images (including *The Incredible Hulk*) and great colour and black-line shading by artist Cyber, along with the accompanying soundtrack make this a great demo.

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC, 85 Wyken Croft,
Coventry,
West Midlands CV2 3AD
(0203) 613817

NBS, 1 Chain Lane,
Newport,
Isle of Wight PO33 2QQ
(0983) 529594

TELESCAN COMPUTER SERVICES,
Handsworth Road,
Blackpool, Lancashire
(0253) 22296



THE PROFESSIONAL
STANDARDS FOR DIS-
TRIBUTION ENDORSED
BY COMMODORE UK

DISKOVERY

TEL: 0274 880066

FREE 1.00 GIFT VOUCHER WITH EVERY ORDER

CHRISTMAS GIVEAWAY

1. BUY 10 PD DISKS & GET A FREE 10 CAP BOX WORTH 1.99
 2. BUY 15 PD DISKS & GET A FREE MOUSE HOUSE WORTH 2.50
 3. BUY 20 PD DISKS & GET A FREE MOUSE MAT WORTH 2.99
 4. BUY 25 PD DISKS & GET A FREE DUST COVER WORTH 3.99
 5. BUY 35 PD DISKS & GET A FREE JOTSTICK WORTH 6.99
 6. BUY 50 PD DISKS & GET 10 FREE PD DISKS WORTH 9.90
- *Dust covers to fit a500/a600 & a1200 only jonly 1 free gift per order



CENTRAL LICENCEWARE
EST 1991

- DEMOS**
- D1 - Mental Hangover
 - D2 - Interceptor Demo
 - D3 - Wild Copper
 - D10 - 17 Bit Music Demo
 - D11 - World Demo 21
 - D13 - Total Remit Demo
 - D1415 - Precision (2)
 - D1415 - Red Sector (2)
 - D1415 - New Trek Red 3 (2)
 - D1415 - Total Remit 2 Demo
 - D1415 - TV Theme
 - D1415 - PLE Game Unit 106
 - D1415 - Laid Designer
 - D1415 - Ultimate Icon Disk
 - D1415 - Power Comp Unit
 - D1415 - Jazz Rhyth
 - D1415 - DJF Demo Voyage
 - D1415 - Saly Demo
 - D1415 - Video Effects 3D
 - D1415 - Cal Vector Demo 2
 - D1415 - Phenomena Demo
 - D1415 - Amos 10 Demo
 - D1415 - A Trip to Mars
 - D1415 - A2100 Disk Demo
 - D1415 - Duh Brain 1 (2)
 - D1415 - Duh Brain 2
 - D1415 - Cronics Newhere
 - D1415 - Panda Demo
 - D1415 - Alucard M Demo 3
 - D1415 - A Chaplin Demo
 - D1415 - Total Destruction
 - D1415 - Mr B. Demo Comp 4
 - D1415 - Walter S.T. Demo
 - D1415 - Delon 1
 - D1415 - Amos M Demo
 - D1415 - Cal M Demo 2
 - D1415 - Phoebe Demo
 - D1415 - Fascination
 - D1415 - GdHie Megaloma
 - D1415 - Devils No Reality
 - D1415 - The Silent War
 - D1415 - Crystal Symphonies
 - D1415 - Ray of Hope 2
 - D1415 - No Brain No Pain
 - D1415 - 3500 Demo (2)
 - D1415 - Casual Comp
 - D1415 - M.C. Disk 1 Comp
 - D1415 - End of Century 1999
 - D1415 - Demos 1
 - D1415 - Avengers M Demo
 - D1415 - 1216217 Bass & Mute (2)
 - D1415 - Disorder Demo
 - D1415 - Tuff Tuff
 - D1415 - Cal Pledge Demo
 - D1415 - Hardrock M Demo
 - D1415 - Hypnotic Hammer
 - D1415 - Six of One Demo
 - D1415 - Planet side
 - D1415 - Leverage Revenge
 - D1415 - Total Respy
 - D1415 - Duh Brain 1
 - D1415 - Phenomena Interceptor
 - D1415 - Total Remit
 - D1415 - Pulling the Trigger
 - D1415 - CDS Demo
 - D1415 - Total Remit
 - D1415 - Total Refuse
 - D1415 - Spacelytic
 - D1415 - D-Mob M Demo
 - D1415 - Star Connection 2
 - D1415 - Kefers The Wall
 - D1415 - Thru Phids
 - D1415 - Phoebe Demo 1
 - D1415 - Defenders Demo
 - D1415 - Cave La World
 - D1415 - Janga Demo
 - D1415 - 1280281 Demos (2)
 - D1415 - J.S.D. Demo
 - D1415 - Devils Cakes
 - D1415 - Trinos
 - D1415 - The Game Rampant
 - D1415 - 1280281 Red Enrpy (2)
 - D1415 - 1280281 Red Dwarf (2)
 - D1415 - Darkness Demo
 - D1415 - Mithel Exponence
 - D1415 - 1280281 Olympos (2)
 - D1415 - Warden Demo
 - D1415 - Anarchy Smoker C
 - D1415 - Ed 209 The Revenge
 - D1415 - 1280281 Hatched (2)
 - D1415 - Wildlife M Demo
 - D1415 - Mindwarp M Demo
 - D1415 - 1280281 Skies Demo (2)
 - D1415 - 1280281 Trade Team (3)
 - D1415 - Mr Men Skies
 - D1415 - Seeing in Believing
 - D1415 - State of the Art
 - D1415 - Mayday Resistance
 - D1415 - 1280281 Joss On (2)
 - D1415 - Fish Tank
 - D1415 - Optimus Pressure
 - D1415 - Mind Rise
 - D1415 - In The Can Demo
 - D1415 - Dynamic Demos
 - D1415 - Piece of Mind
 - D1415 - 3D Demo 2
 - D1415 - Laid Laid
 - D1415 - World of Commodore
 - D1415 - Cloning the
 - D1415 - Hooey Demo
 - D1415 - The Hip
 - D1415 - Project Techno (2)
 - D1415 - Demos
 - D1415 - Mindwarp (AGA)
 - D1415 - Puma Rite (AGA)
 - D1415 - Hyena
 - D1415 - 1280281 Caper 16 (3)
 - D1415 - 1280281 Caper 17 (3)

- UTILITIES**
- U1 - Games Music Creator
 - U2 - The Comm Disk
 - U3 - Modern Units
 - U4 - Soundtrack Special
 - U5 - Paint, Music, Minda
 - U6 - Paint, Music, Minda
 - U7 - Paint, Music, Minda
 - U8 - Paint, Music, Minda
 - U9 - Paint, Music, Minda
 - U10 - Paint, Music, Minda
 - U11 - Paint, Music, Minda
 - U12 - Paint, Music, Minda
 - U13 - Paint, Music, Minda
 - U14 - Paint, Music, Minda
 - U15 - Paint, Music, Minda
 - U16 - Paint, Music, Minda
 - U17 - Paint, Music, Minda
 - U18 - Paint, Music, Minda
 - U19 - Paint, Music, Minda
 - U20 - Paint, Music, Minda
 - U21 - Paint, Music, Minda
 - U22 - Paint, Music, Minda
 - U23 - Paint, Music, Minda
 - U24 - Paint, Music, Minda
 - U25 - Paint, Music, Minda
 - U26 - Paint, Music, Minda
 - U27 - Paint, Music, Minda
 - U28 - Paint, Music, Minda
 - U29 - Paint, Music, Minda
 - U30 - Paint, Music, Minda
 - U31 - Paint, Music, Minda
 - U32 - Paint, Music, Minda
 - U33 - Paint, Music, Minda
 - U34 - Paint, Music, Minda
 - U35 - Paint, Music, Minda
 - U36 - Paint, Music, Minda
 - U37 - Paint, Music, Minda
 - U38 - Paint, Music, Minda
 - U39 - Paint, Music, Minda
 - U40 - Paint, Music, Minda
 - U41 - Paint, Music, Minda
 - U42 - Paint, Music, Minda
 - U43 - Paint, Music, Minda
 - U44 - Paint, Music, Minda
 - U45 - Paint, Music, Minda
 - U46 - Paint, Music, Minda
 - U47 - Paint, Music, Minda
 - U48 - Paint, Music, Minda
 - U49 - Paint, Music, Minda
 - U50 - Paint, Music, Minda
 - U51 - Paint, Music, Minda
 - U52 - Paint, Music, Minda
 - U53 - Paint, Music, Minda
 - U54 - Paint, Music, Minda
 - U55 - Paint, Music, Minda
 - U56 - Paint, Music, Minda
 - U57 - Paint, Music, Minda
 - U58 - Paint, Music, Minda
 - U59 - Paint, Music, Minda
 - U60 - Paint, Music, Minda
 - U61 - Paint, Music, Minda
 - U62 - Paint, Music, Minda
 - U63 - Paint, Music, Minda
 - U64 - Paint, Music, Minda
 - U65 - Paint, Music, Minda
 - U66 - Paint, Music, Minda
 - U67 - Paint, Music, Minda
 - U68 - Paint, Music, Minda
 - U69 - Paint, Music, Minda
 - U70 - Paint, Music, Minda
 - U71 - Paint, Music, Minda
 - U72 - Paint, Music, Minda
 - U73 - Paint, Music, Minda
 - U74 - Paint, Music, Minda
 - U75 - Paint, Music, Minda
 - U76 - Paint, Music, Minda
 - U77 - Paint, Music, Minda
 - U78 - Paint, Music, Minda
 - U79 - Paint, Music, Minda
 - U80 - Paint, Music, Minda
 - U81 - Paint, Music, Minda
 - U82 - Paint, Music, Minda
 - U83 - Paint, Music, Minda
 - U84 - Paint, Music, Minda
 - U85 - Paint, Music, Minda
 - U86 - Paint, Music, Minda
 - U87 - Paint, Music, Minda
 - U88 - Paint, Music, Minda
 - U89 - Paint, Music, Minda
 - U90 - Paint, Music, Minda
 - U91 - Paint, Music, Minda
 - U92 - Paint, Music, Minda
 - U93 - Paint, Music, Minda
 - U94 - Paint, Music, Minda
 - U95 - Paint, Music, Minda
 - U96 - Paint, Music, Minda
 - U97 - Paint, Music, Minda
 - U98 - Paint, Music, Minda
 - U99 - Paint, Music, Minda
 - U100 - Paint, Music, Minda

- GAMES**
- G1 - Return to Earth
 - G2 - Games Comp 5
 - G3 - Dory Lary
 - G4 - Space Wars
 - G5 - Pinocchio Hunt
 - G6 - Pinocchio Hunt
 - G7 - Pinocchio Hunt
 - G8 - Pinocchio Hunt
 - G9 - Pinocchio Hunt
 - G10 - Pinocchio Hunt
 - G11 - Pinocchio Hunt
 - G12 - Pinocchio Hunt
 - G13 - Pinocchio Hunt
 - G14 - Pinocchio Hunt
 - G15 - Pinocchio Hunt
 - G16 - Pinocchio Hunt
 - G17 - Pinocchio Hunt
 - G18 - Pinocchio Hunt
 - G19 - Pinocchio Hunt
 - G20 - Pinocchio Hunt
 - G21 - Pinocchio Hunt
 - G22 - Pinocchio Hunt
 - G23 - Pinocchio Hunt
 - G24 - Pinocchio Hunt
 - G25 - Pinocchio Hunt
 - G26 - Pinocchio Hunt
 - G27 - Pinocchio Hunt
 - G28 - Pinocchio Hunt
 - G29 - Pinocchio Hunt
 - G30 - Pinocchio Hunt
 - G31 - Pinocchio Hunt
 - G32 - Pinocchio Hunt
 - G33 - Pinocchio Hunt
 - G34 - Pinocchio Hunt
 - G35 - Pinocchio Hunt
 - G36 - Pinocchio Hunt
 - G37 - Pinocchio Hunt
 - G38 - Pinocchio Hunt
 - G39 - Pinocchio Hunt
 - G40 - Pinocchio Hunt
 - G41 - Pinocchio Hunt
 - G42 - Pinocchio Hunt
 - G43 - Pinocchio Hunt
 - G44 - Pinocchio Hunt
 - G45 - Pinocchio Hunt
 - G46 - Pinocchio Hunt
 - G47 - Pinocchio Hunt
 - G48 - Pinocchio Hunt
 - G49 - Pinocchio Hunt
 - G50 - Pinocchio Hunt
 - G51 - Pinocchio Hunt
 - G52 - Pinocchio Hunt
 - G53 - Pinocchio Hunt
 - G54 - Pinocchio Hunt
 - G55 - Pinocchio Hunt
 - G56 - Pinocchio Hunt
 - G57 - Pinocchio Hunt
 - G58 - Pinocchio Hunt
 - G59 - Pinocchio Hunt
 - G60 - Pinocchio Hunt
 - G61 - Pinocchio Hunt
 - G62 - Pinocchio Hunt
 - G63 - Pinocchio Hunt
 - G64 - Pinocchio Hunt
 - G65 - Pinocchio Hunt
 - G66 - Pinocchio Hunt
 - G67 - Pinocchio Hunt
 - G68 - Pinocchio Hunt
 - G69 - Pinocchio Hunt
 - G70 - Pinocchio Hunt
 - G71 - Pinocchio Hunt
 - G72 - Pinocchio Hunt
 - G73 - Pinocchio Hunt
 - G74 - Pinocchio Hunt
 - G75 - Pinocchio Hunt
 - G76 - Pinocchio Hunt
 - G77 - Pinocchio Hunt
 - G78 - Pinocchio Hunt
 - G79 - Pinocchio Hunt
 - G80 - Pinocchio Hunt
 - G81 - Pinocchio Hunt
 - G82 - Pinocchio Hunt
 - G83 - Pinocchio Hunt
 - G84 - Pinocchio Hunt
 - G85 - Pinocchio Hunt
 - G86 - Pinocchio Hunt
 - G87 - Pinocchio Hunt
 - G88 - Pinocchio Hunt
 - G89 - Pinocchio Hunt
 - G90 - Pinocchio Hunt
 - G91 - Pinocchio Hunt
 - G92 - Pinocchio Hunt
 - G93 - Pinocchio Hunt
 - G94 - Pinocchio Hunt
 - G95 - Pinocchio Hunt
 - G96 - Pinocchio Hunt
 - G97 - Pinocchio Hunt
 - G98 - Pinocchio Hunt
 - G99 - Pinocchio Hunt
 - G100 - Pinocchio Hunt

- ANIMS**
- A1 - Probe Sequence
 - A2 - Ghost Foot
 - A3 - Juggers-Magician 1
 - A4 - Juggers-Magician 2
 - A5 - Juggers-Magician 3
 - A6 - Juggers-Magician 4
 - A7 - Juggers-Magician 5
 - A8 - Juggers-Magician 6
 - A9 - Juggers-Magician 7
 - A10 - Juggers-Magician 8
 - A11 - Juggers-Magician 9
 - A12 - Juggers-Magician 10
 - A13 - Juggers-Magician 11
 - A14 - Juggers-Magician 12
 - A15 - Juggers-Magician 13
 - A16 - Juggers-Magician 14
 - A17 - Juggers-Magician 15
 - A18 - Juggers-Magician 16
 - A19 - Juggers-Magician 17
 - A20 - Juggers-Magician 18
 - A21 - Juggers-Magician 19
 - A22 - Juggers-Magician 20
 - A23 - Juggers-Magician 21
 - A24 - Juggers-Magician 22
 - A25 - Juggers-Magician 23
 - A26 - Juggers-Magician 24
 - A27 - Juggers-Magician 25
 - A28 - Juggers-Magician 26
 - A29 - Juggers-Magician 27
 - A30 - Juggers-Magician 28
 - A31 - Juggers-Magician 29
 - A32 - Juggers-Magician 30
 - A33 - Juggers-Magician 31
 - A34 - Juggers-Magician 32
 - A35 - Juggers-Magician 33
 - A36 - Juggers-Magician 34
 - A37 - Juggers-Magician 35
 - A38 - Juggers-Magician 36
 - A39 - Juggers-Magician 37
 - A40 - Juggers-Magician 38
 - A41 - Juggers-Magician 39
 - A42 - Juggers-Magician 40
 - A43 - Juggers-Magician 41
 - A44 - Juggers-Magician 42
 - A45 - Juggers-Magician 43
 - A46 - Juggers-Magician 44
 - A47 - Juggers-Magician 45
 - A48 - Juggers-Magician 46
 - A49 - Juggers-Magician 47
 - A50 - Juggers-Magician 48
 - A51 - Juggers-Magician 49
 - A52 - Juggers-Magician 50
 - A53 - Juggers-Magician 51
 - A54 - Juggers-Magician 52
 - A55 - Juggers-Magician 53
 - A56 - Juggers-Magician 54
 - A57 - Juggers-Magician 55
 - A58 - Juggers-Magician 56
 - A59 - Juggers-Magician 57
 - A60 - Juggers-Magician 58
 - A61 - Juggers-Magician 59
 - A62 - Juggers-Magician 60
 - A63 - Juggers-Magician 61
 - A64 - Juggers-Magician 62
 - A65 - Juggers-Magician 63
 - A66 - Juggers-Magician 64
 - A67 - Juggers-Magician 65
 - A68 - Juggers-Magician 66
 - A69 - Juggers-Magician 67
 - A70 - Juggers-Magician 68
 - A71 - Juggers-Magician 69
 - A72 - Juggers-Magician 70
 - A73 - Juggers-Magician 71
 - A74 - Juggers-Magician 72
 - A75 - Juggers-Magician 73
 - A76 - Juggers-Magician 74
 - A77 - Juggers-Magician 75
 - A78 - Juggers-Magician 76
 - A79 - Juggers-Magician 77
 - A80 - Juggers-Magician 78
 - A81 - Juggers-Magician 79
 - A82 - Juggers-Magician 80
 - A83 - Juggers-Magician 81
 - A84 - Juggers-Magician 82
 - A85 - Juggers-Magician 83
 - A86 - Juggers-Magician 84
 - A87 - Juggers-Magician 85
 - A88 - Juggers-Magician 86
 - A89 - Juggers-Magician 87
 - A90 - Juggers-Magician 88
 - A91 - Juggers-Magician 89
 - A92 - Juggers-Magician 90
 - A93 - Juggers-Magician 91
 - A94 - Juggers-Magician 92
 - A95 - Juggers-Magician 93
 - A96 - Juggers-Magician 94
 - A97 - Juggers-Magician 95
 - A98 - Juggers-Magician 96
 - A99 - Juggers-Magician 97
 - A100 - Juggers-Magician 98

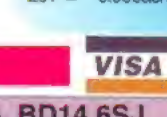
- RAVE & TECHNO PACK 1**
ORDER NO: PD 1
DANCE IN STYLE WITH THE LATEST RAVE
AND TECHNO SOUNDS ON THE AMIGA
10 DISKS FOR ONLY 10.50 + P&P
- RAVE & TECHNO PACK 2**
ORDER NO: PD 11
YET MORE OF YOUR FAVOURITE DANCE
TRACKS TO KEEP YOU RAVING
10 DISKS FOR ONLY 10.50 + P&P
- EDUCATION PACK**
ORDER NO: PD 2
LEARN LANGUAGES, PLAY GAMES, WATCH
DEMOS, PAINT PICTURES, ETC AGE RANGE
5-ADULT
10 DISKS FOR ONLY 15.50 + P&P
- CLIP ART PACK**
ORDER NO: PD 3
WITH 1000'S OF PICTURES TO CHOOSE FROM
THIS IS A MUST FOR ALL YOU DTPERS AND
DTP ENTHUSIASTS
10 DISKS FOR ONLY 15.50 + P&P
- BUSINESS PACK 1**
ORDER NO: PD 4
WHETHER IT'S JUST TRYING A LETTER OR
KEEPING A RECORD OF YOUR FINANCES
THIS IS A DEFINITE MUST
10 DISKS FOR ONLY 10.50 + P&P
- BUSINESS PACK 2**
ORDER NO: PD 10
EVEN MORE UTILITIES TO KEEP YOUR
RECORDS RUNNING SMOOTHLY
10 DISKS FOR ONLY 10.50 + P&P
- STAR TREK PACK**
ORDER NO: PD 8
THIS IS FOR ALL YOU STAR TREK FANS
CONTAINS STAR TREK GAMES M2
AND OTHER ANIMATIONS ETC
10 DISKS FOR ONLY 10.50 + P&P
- CARD GAMES PACK**
ORDER NO: PD 9
CAN'T FIND THOSE CARDS FOR NOT
ALL YOUR FAVOURITE CARD GAMES
ARE AT HAND IN THIS PACK
10 DISKS FOR ONLY 10.50 + P&P
- SPECTRUM EMULATOR**
ORDER NO: PD 7
THE NEW 128 EMULATOR WITH FOUR GAMES
DISKS, 66 GAMES IN ALL
AMUST FOR ANY COLLECTION
50 DISKS FOR ONLY 6.95 + P&P
- ASSASSINS PACKS**
1.50 EACH
- 10 DISKS 10.50 + P&P
30 DISKS 28.50 + P&P
40 DISKS 34.50 + P&P
54 DISKS 43.50 + P&P
70 DISKS 58.00 + P&P
ALL 116 95.00 + P&P
- ACCESSORIES**
- MOUSE HOUSE 2.50
MOUSE MAT 2.00
AMIGA MOUSE 14.99
10 CAP BOX 1.99
A500 COVER 3.99
A600 COVER 3.99
A1200 COVER 3.99
3.5 DISK DISKS 0.69
MONITOR STAND 10.99
- HOW TO ORDER**
ALL YOU NEED TO DO IS PUT THE NUM-
BERS OF THE DISKS REQUIRED AND
SEND IT TO THE ADDRESS BELOW
ALONG WITH A CHEQUE OR P.O. MADE
PAYABLE TO DISCOVERY. PLEASE
DON'T FORGET TO INCLUDE THE COR-
RECT POSTAGE TO ENSURE SPEEDY
DELIVERY.
- PRICES**
- PUBLIC DOMAIN 1-9 = 1.50 each
10+ = 1.25 each
20+ = 0.99 each
- POSTAGE
Europe PD = 60p
Accessories = 90p
World PD = 1.50
Accessories = 1.90

A1200
DEGRADER
NOW IN ONLY
150ea MOST
DISKS WILL
WORK NOW

SEND YOUR
ORDER TO...



WE ACCEPT ALL MAJOR CREDIT CARDS



DISKOVERY DEPT (AF), 108 THE AVENUE, CLAYTON, BRADFORD, W. YORKS, BD14 6SJ

20% OFF

ALL PD AT OUR STAND AT
FUTURE ENTERTAINMENT
SHOW WITH THIS
VOUCHER

OLYMPIA STAND NO. 400
NOVEMBER 11-14TH 1993

PD SELECTIONS

THE BEST AND LATEST IN PD

PRICES: 1 DISK £2.00

13 DISKS £20.00

6 DISKS £10.00

22 DISKS £30.00

FREE UK DELIVERY - OVERSEAS ADD £4
NO. OF DISKS IN BRACKETS IF OVER 1.

TOP NEW TITLES

STARBASE 13(2) - Best game since Monkey Island 2
GRAND PRINX MANAGER 1993 - Racing Sim
WIBBLE WORLD GIDDY - Excellent platform adventure
18TH HOLE GOLF (2) - Good golf game
THE OLYMPIAD (2) - Lammings Olympic games
FIGHTING WARRIORS - Like Streetfighter II
TOP OF THE LEAGUE - Top football management
ALL ROUNDER CRICKET - Cricket simulator
CATACOMBS - Rob adventure game
DRAGONS CAVE - Best dungeons & dragons
CLASH OF THE EMPIRES - War simulation
STARIANS (NOT A1200) - Good Sci Fi platformer
RABOULIX - Best Boulderdash game
SYSTEM DEFENDER - Full colour mega defender
SERIOUS BACKGAMMON - Best version yet
SKIDMARKS - Car racing demo
SUPER SKODA CHALLENGE - Best car racing
NECESSARY ROUGHNESS (2) - American soccer
MONACO - Good car racing game
GREAT ESCAPE OF BILLY THE BURGLAR - Good
ZOMBIE APOCALYPSE - Fantastic game
THEY CAME FROM OUTER SPACE - Aliens
SLAMBALL - Futuristic game sim
EASY BENCH 1.3 (2) - Brill replacement W/Bench
GATOR GRAPHICS - DPaint tutor
GRAPHPRO - Shareware graphics program
STARVIEW - For astronomers new and old
TEXT ENGINE 4 - New version of top WP
MANDELBROT 2.4 - Fractal generator 91% rated
LOOKPICK 2 - Remove copy protection
D-COPY 3.1 - New version best disk copier
NEXT GENERATION WORKBENCH (NOT A500)
ASSASSINS 1200 FIX - Run anything on A1200

TOP DEMOS

TECHNOLOGICAL DEATH - We think this beats the lot - mega
rave music
242 - 90% Rated in CU Amiga
SPACEBALLS STATE OF THE ART - One of the best brilliant
rave music & graphics
SANITY WORLD OF COMMODORE - Mega
ANARCHY 3D DEMO II - Superb
JESUS ON ES (2) - Very good music & gh
THE AD (3) - Needs 3mb, but brilliant
INTENSE RAVE VISION - 18 minute rave
MAYDAY RESISTANCE CONTINENTAL TECH DANCE -
Excellent
SILENTS EXPOSE - Good
SILENTS DEMON DOWNLOAD - Weird etc
PREMIER PICS - Girly slideshow
CYNOSTICS AGA SLIDESHOW - A1200 only
DOLPHIN DREAMS - Good animation
HOW TO SKIN A CAT - Worth a look
GLADIATORS MUSIC - If you like Gladiators
EXTENSIONS - 88% rated in CU Amiga
CAPRI SLIDESHOW II - Lots of Capri
NEURAL ASSAULT - Mega 3D graphics
PLANET GROOVE - A1200 only
PIECE OF MIND - Star Trek spoof
TRSI TIME ZONE - by Red Sector
CAN IT - Good animation

CENTRAL LICENCEWARE

CHOOSE ONE FREE PD DISK WITH EVERY TWO CLR
TITLES YOU BUY

TOTAL CONCEPTS DINOSAURS	£4.50
TOTAL CONCEPTS GEOLOGY	£4.50
TOTAL CONIC SOLAR SYSTEM	£4.99
TOTAL CONCEPTS ECOLOGY	£4.99
TOTAL CONIC SOLAR SYS II	£4.99
KIDDIES COLOUR PAD	£3.50
NIGHT SKY - Astronomy	£3.50
WORDS & LADDERS - Spelling	£3.50
BASICALLY AMIGA - Teaches Amiga DOS, Workbench & more	£4.99
BIG TOP FUN - 88% reviewed in Amiga Format - kids educ games	£3.50
PREHISTORIC FUN PACK	£3.50
CALC 1.3 - Mega spreadsheet	£3.50
PHILO - Excellent database	£3.50
TYPING TUTOR - Best seller	£3.50
PLAY N RAVE II - Make demos	£4.50
POWER ACCOUNTS for home	£3.50
HARD DRIVE MENU SYSTEM	£3.50

BEST CLR GAMES

SONIC SMARTHEAD	£3.50
SPLODGE THE ESCAPE Platform	£3.50
IMPERIUM DAY OF RECKONING	£3.50
WHITE RABBITS - Rescue bunny	£3.50
EASY MONEY - Fruit machine	£3.50
MONSTER ISLAND - Good DnD	£3.50
CAPTAIN K - Good platform game	£3.50

OUR TOP SELLING PD

ALL NEW STAR TREK (2) - by Tobias Richter
STAR TREK THE NEXT GENERATION
MASHIE NBUCK - Simple Golf game
QUIK & SILVA - Excellent platform game
CRAZY SUE I & II - platforms on one disk
AIR WARRIOR - Fight simulator
TETRIS GAMES PACK - 5 great Tetris games
TEXAS CHAINSAW MASSACRE
DR MARIO - SNES conversion on Amiga
DITHELLS WONDERLAND - Best platformer
LORE OF CONQUEST - Space based DnD

UTILITIES

TEXTPLUS 3 - Best word processor
VISICALC - Best spreadsheet
FLEXIBASE - Best database
BUSINESS CARD MAKER - very useful
ASSASSINS LABEL PRINTERS - good
FORMS REALLY UNLIMITED - form gene
AMIGA FOX DTP - desktop publisher
LITTLE OFFICE - WP database, spreadsheet
FREECOPY 1.8 - Removes copy protection
CAPTIONATOR - Video tiling
SUPERDARK - Mega screen blarkers
SUPER KILLERS ANTI VIRUS DISK
X-BACKUP III - Popular backing-up device

WE CAN SUPPLY ALL TITLES REVIEWED OR
ADVERTISED IN THIS MAGAZINE
PLEASE PHONE FOR FREE CATALOGUE

0474 325802

PD SELECTIONS, 5 HILLSIDE AVENUE, GRAVESEND, KENT DA12 5QW

ALL DISKS NOW
ONLY
£1.05 EACH!

All disks work
with the A1200!
unless stated

Anglia PD

(P) = Works on all Amiga Computers including A1200

Printed Booklet with
details of Hundreds
More Disks Just
£1.00

HOME MANAGEMENT PACK 3 DISKS (P) £3.15

Calendar, Mortgage, Spreadsheet, Grammar, Mileage, World Time,
Budget, Checkbook, Database, Typing Tutor, TypeWriter, Grocery,
List Maker, Home Banking

CLIPART PACKS 1, 2 OR 3 EACH PACK = 5 DISKS £5.25

3 different packs of 5 disks, all full of the very best clipart for DPaint
etc. (P)

PC EMULATOR PACK (P) 3 DISKS £3.15

Turns your Amiga into a PC! Includes the latest PC task which now
gives true VGA Resolution (if you have a 1200) and includes 2 disks
of PC Public Domain software

PC EMULATOR PACK 2 (P) 3 DISKS £3.15

Includes the latest PC Task Plus 2 PC disks containing a French
language tuition program. Excellent tutor previously only available
for the PC

ANGLIA COLOUR FONTS PACK 1 OR 2 (P) 5 DISKS £5.25

5 disks full of original colour fonts produced here at Anglia. There
are 16 colour fonts - not cut and paste! They are produced in the
same way as the chisel font supplied with DPaint and the same
range of commercial fonts! They are typed straight in and work
with DPaint and TV Text

ANGLIA CLIPART PACK (P) (NEW) 5 DISKS £5.25

Brand new 91 clipart produced by Anglia. Loads of high quality art-
works including cats, dogs, birds, wild animals, people and characters. Use
with DPaint or any program that accepts .ff graphics

ASTRONOMY PACK (P) 4 DISKS £4.90

This superb pack now includes Star Chart, Amigaizer, Total
Concepts, Astronomer, Gravity Well, Grav-Sim, Orbit, Planet and
Fast Facts on the solar system

PRINTER USER PACK 2 (P) (NEW) 4 DISKS £4.90

A completely new collection of programs to help you get the best
out of your printer! Includes: Desktop V3.51 (Disk labels), McMaster
(Cassette covers), Printfiles, JSPool, Envpoint (Envelopes), New Print
(Margins - Headers Footers etc.) and more

DISK EXPERT PACK (P) 5 DISKS £5.25

If you want to learn more about your Amiga, get this pack! - You'll
be a disk expert in no time! Includes Power Packer (Easy file
compacter), Sid (Brilliant CU Replacement Tool), Iconmaster
(Change any icon in seconds), Fixdisk, Viruschecker V3.3, D-Copy
(Copies, Repairs, Formats and more), CU Tutorial (All you need to
know) and 300 other utilities!!

"C" PROGRAMMERS PACK (P) 6 DISKS £6.30

A complete "C" language and superb instruction manual provide
all you need to learn the "C" language, includes North C (3 disks)
and the C Manual (4 disks)

MED V3.21 MUSIC PACK (P) 4 DISKS £4.90

MED is widely recognised as the best music package, PD or
otherwise! This pack contains V3.21, the latest version complete
with loads of digital samples, a disk full of MED music scores and
some great MED music to load and play! Listen to what your
machine is capable of!

CLASSIC GAMES PACK (P) 5 DISKS £5.25

An incredible collection of superb commercial quality arcade
games! Hours of fun for both kids and adults. Includes: Defender,
Galaxians, Scramble, Missile Command, Pac-Man, B-Planets, DnD,
Space Invaders, Asteroids, Breakout, Tetris + more!

CARD + BOARD GAMES 2 (P) 4 DISKS £4.90

Another outstanding collection! 38 very good "Thinking" Games!
Chess V3, Backgammon, Blackbox, Towers, Pipz, Zeng, Maze,
Connect4, Dominoes, Draughts, Othello, Go Moku, Dragon Tiles,
Klondike, Canfield, Mastermind, Wordsearch, Hangman, Pontoon
and many more

COMPUGRAPHIC FONTS PACK 1 (P) 3 DISKS £3.15

36 Scalable Computer fonts on 3 disks. They work with
Workbench 3 or 2, Regstream V3+ (on any Amiga), Propage 3+
and Pagesetter V2+! Excellent fonts and great value for money!

HARD DISK PACK 2 (P) 3 DISKS £3.15

Great collection of the latest hard disk utilities includes HClick (menu
maker), NMeminder (directory etc.), a backup (superb!), superlock
(password protect every drive, mouse and keyboard!), disk
optimizer, copier, virus killer and more!

AGA PICTURE PACKS 1, 2 OR 3, EACH PACKS DISKS £5.25

3 different packs of 5 disks full of stunning pictures that show off
the enormous graphical capabilities of the new AGA machines.
You must have an Amiga 1200 or 4000

A1900 PACK (A1900 ONLY) 3 DISKS £3.15

All of the essential software for your A1900! Includes: Fastest
MEM, A1900 Run, Degraded, Synthesis, Viewview, Plasma, Winolend,
Kilr AGA, Tetris AGA and more! Also includes the stunning
Landscape AGA create wonderful patterns and pictures with full
AGA support!

A1900 SLIDESHOW PACK (A1900 ONLY) 5 DISKS £5.25

Stunning hand drawn AGA artwork! Includes Tetris, Agia, Keith
Rhodes, Cynostic and Nightbreed

PLATFORM PACK (P) 4 DISKS £4.90

All of the best games in the style of Sonic and Mario Bros. If you
like those games then you'll love these! Includes: Wizzys Quest,
Wonderland, Wibblygiddy, Doodly, Crazy Sue II, Roach Motel, Son
of Blagger and more!!

HOME BUSINESS PACK (P) 4 DISKS £4.90

Designed especially for newcomers to business software, this pack
contains a database (BASIC), spreadsheet, accounts package and
Wordprocessor (GED). Also included is a 12,500 word spelling
checker and a word statistics program!

HOME BUSINESS MANUAL (P) £2.99

Approx 30 page professionally printed manual containing full
instructions for the Home Business Pack. Includes a specially
written guided tour section that takes you through the major
features of each program and ensures that you can use each
program with confidence!

SINGLE DISKS AT ONLY £1.05!

BUSINESS

8321 (P) AmigaLogo (English Desk Top Publishing)
8322 (P) 600 Business Letters (Superb! - Ready to use)
8327 (P) Text Engine V4 (now the very best wordprocessor with
built-in 36,000 word spell checker)

8347 (P) Address Print V3 (easy to use address label printer)

9325 (P) Rooms Unlimited (Design invoices etc. quickly)

8339 (P) A-Graph V2.0 (new version - easy graphs)

8348 (P) Easy Calc (The best Spreadsheet yet!)

8349 (P) Amiga Diary (Easy To Use Diary)

ARCADE PACK (P) 4 DISKS £4.90

Our latest collection - The very best Arcade style games in the
whole of PD. You'll play these over and over again! Includes:
Cybernetix, Helixzone, Gelage, Netbulb, Tania, Defender, Oblivion,
Pretender Alert, Blizzard

UTILITIES

U437 (P) D-Copy V3.1 (Latest disk copier)

U478 (P) Typing Tutor (New! Great features)

U495 (P) Virus Checker 6.33 (latest virus killer)

U496 (P) Massavid V3 (Reads and writes PC disks)

U4098 (P) Printer Drivers (Over 100 - Most Star + Citizen
models including colour and HP500C)

U4036 (WB 2/3 only) Kick 1.3 (lets you use WB1.3 software)

U4038 (P) DPaint tutor (easy route to Pro Graphics)

U4043 (P) Superdark (New screen blarker)

U4054 (P) Disk Manager II (the finest disk catalogue prog)

U4057 (P) Engineers Kit (A health check for your Amiga)

U4061 (P) (9 disks) Dice C (Full C Compiler)

U4062 (WB 9/3 only) N Comm 3 (Latest comms package)

U4065 (P) Pools Wizard (Bring up to date forecaster)

U4067 (WB9/3 Only) Forecaster (Horse Race Prediction)

U4068 (P) Spectrum Emulator V1.7 (Works immediately)

D139 (WB3 only) Planet Groove (Stunning AGA Demo)

GAMES

G6036 (P) Total War (Perfect version of The Risk board game)

G6049 (P) Super Pacman 99 (the best ever)

G6051 (P) Bridge (Card game - A1900 version included)

G6053 (WB 9/3 only) GNU Chess (Best chess game)

G6050 (P) Cash Fruit (probably the best fruit machine ever)

G6061 (P) Antlerus (Like Tanks but Better - Great fun)

G6064 (P) Solitaire Sampler (5 full versions of the Card Game)

G6066 (P) (2 Disks) 18th hole (The best golf game available)

G6070 (P) Kungfu Charles (Excellent Bear Em Up)

G6071 (P) Lemmings 2 (Asteroids + Lemmings = Brilliant)

G6072 (P) Tetris Pro (Great Looking Tetris)

G6073 (P) Megaball 2.1 (Latest Breakout - V Good)

G6074 (WB3 only) (3 disks) Motorola Invaders (AGA Space Invaders)

CHILDRENS

C719 (P) Colour Pad (New colouring book for youngsters)

C720 (P) Colour the Alphabet (education for 4ys+)

C726 (P) GCSE Maths (Great revision disk)

C797 (P) Top Secret (platform game)

C799 (P) Counting Fun (4s, sums practice)

C730 (P) Wizard Quest (Wizard Demon + Monsters, great game)

C736 (P) (3 Disks) Asl Back To School (Good Educational Games)



DESKTOP VIDEO PACK 2 (P) (100%) 4 DISKS £4.90

Probably our best pack yet! Provides everything to start you off in
video - 5 Move for Smooth scrolling titles using any font of any size.
Shows for slideshows with loads of wipes and fades. A-Graph for
business videos. Shadow Maker to add shadows and smooth any first
Video Librarian. Video Tools. Video Tests. Loads of fonts and more!

DESKTOP VIDEO PACK 2 INSTRUCTION MANUAL!!! (P) £9.99

A 50 page instruction manual for DTV pack 2. Professionally printed,
contains instructions for all the programs in the pack and a section
on fonts and how to use them! Also includes a superb guided
tutorial that takes you through the major programs step by step,
letting you create your own titles as you go! Designed for beginners
and experienced users, this manual will make desktop video easy!

FRED FISH CATALOGUE DISK - 350 TO 930 JUST 70P

FULL CLR RANGE IN STOCK! SEE PRINTED BOOKLET FOR DETAILS

HIGH QUALITY HARDWARE

Bmm High Quality Mouse Pad £2.99

Amiga 500/500+600/1200 Dust Covers £3.99

Phillips 8833 Monitor Dust Cover £4.99

3 5" Disk Drive Cleaning Kit £2.99

Printer Stand (fits all Dot Matrix Printers) £5.60

Blank Disks (high quality with labels) £0.50

ANGLIA PUBLIC DOMAIN LIBRARY

(Dept AMF), 30 Victoria Street, Felixstowe IP11 7EW

Access VISA CREDIT CARD ORDERS

International orders welcome but please add 30p per disk for post & packing.

PHONE 0394 283 494

PHONE WITH CREDIT CARD OR SEND CHEQUE/PO (PAYABLE TO A.P.D.). PLEASE ADD 60P (PER TOTAL ORDER) FOR P&P.

DON'T MISS OUT!



Subscribe to *Amiga Format* and you now get even more for your money...

- Two Coverdisks every month and a complete full-price program!
- Plus FREE the special Subscribers' Superdisk each month.
- FREE 'Backstage' newsletter revealing action behind the scenes at AF.
- Subscribers' Superdisk instructions.

- And if you pay by direct debit, you get one extra issue FREE!

That's a free disk of software and four pages of information and instructions every month – what more could you ask for?

So don't miss out – get smart and subscribe now!

Back ISSUES



ISSUE 29
Complete round-up of all the word processors around, plus music software OctaMed on disk.



ISSUE 33
The amazing complete fractal landscape program Vista, plus how to create cartoons.



ISSUE 35
Digitising and sampling, plus paint package Spectracolor Jr and Easy AMOS demo on disk.



ISSUE 36
Complete multimedia package CanDo! Jr is yours on the second Coverdisk!



ISSUE 37
Pop stars and artists who have made it big with an Amiga. Plus: Animation Station Coverdisk.



ISSUE 38
Got an A500? Learn how your machine can be a Super Amiga! Plus IntroCAD on Coverdisk.



ISSUE 39
Read the first part of Bullfrog's games programming guide. Plus Devpac2 on Coverdisk.



ISSUE 43
A fascinating look inside the Amiga and how it works. On the Coverdisk, the full ProData.



ISSUE 44
We pick out the best software ever, so you can find out what you ought to get hold of.



ISSUE 45
Find out why the Amiga is the world's best multimedia machine, get five free postcards and play Donk! on the Coverdisk.



ISSUE 46
The weird world of Cyberpunk. Reviewed: Lemmings 2, Vista Pro 3 and Real 3D2. Full round-up of IDE drives.



ISSUE 47
A nation-by-nation guide to the world of the Amiga; review of the new A4000/030 and two stonking game demos.



ISSUE 48
Eight-page tutorial shows how to make your own PD demo; and we give you all the software you'll need. Plus Amiga & video.



ISSUE 49
Amiga and 3D. Plus joystick and accelerator round-ups. Coverdisk: Stardust demo and 3D program, Genesis.



ISSUE 50
50 hottest Amiga products ever. Plus A1200 RAM expansions and AGA monitors tested. Coverdisk: Deluxe Music Construction Set2



ISSUE 51
Independent software houses: a look at what they will do for us. Coverdisks: Second Samurai, Turbo Print 2 and Skidmarks.



ISSUE 52
Complete guide to the Video Toaster. Coverdisks: fully working programming language Blitz Basic2 and Overdrive.



ISSUE 53
Get into the amazing world of 3D graphics with the complete Imagine package and tutorials. Don't miss our Uridium 2 demo!



1 Extra disk every month – for Amiga Format subscribers only – full of utilities and games.

2 Pages of instructions to accompany the Subscribers' Superdisk.



2 Pages of 'Backstage', your exclusive behind-the-scenes newsletter.



AMIGA FORMAT SUBSCRIPTIONS/BACK ISSUES ORDER FORM

Yes! please enter/renew my subscription to Amiga Format: (please tick as appropriate)

UK £47.40 ☐ **Europe** £78.95 ☐
Rest of World £110.95 ☐

Please send me the following back issues at £5 each:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Name

Address

Postcode

Telephone No.

Method of payment: please tick as appropriate

Access ☐ Visa ☐ Cheque ☐ Postal Order ☐

Direct debit ☐ (subscriptions only)

Total amount payable: £

Credit card No.

Expiry Date

Please make cheques payable to: **Future Publishing Ltd**

SEND THIS FORM TO: (NO STAMP NEEDED)
Amiga Format Subscriptions, FREEPOST, Cary Court, Somerton, Somerset TA11 7BR.

THIS OFFER IS VALID UNTIL 1/2/94

Pay by Direct Debit & get 13 issues for the price of 12
DIRECT DEBIT INSTRUCTIONS ID: 930763

This form instructs your bank or building society to make payments direct from your account. Please complete all five items and then send it to us at the address above.
(Banks and building societies may refuse to accept instructions to pay direct debits from some types of accounts.)

2. Account number

3. Sort code

4. Account in name of:

1. Please write the full address of your branch

To: The Manager

.....Bank/Building Soc.

.....

.....

.....Postcode

Instructions to bank/building society

- I instruct you to pay direct debits from my account at the request of Future Publishing Ltd.

- The amounts are variable and may be debited on various dates. I understand that Future Publishing Ltd may change the amounts and dates only after giving me prior notice.

- I will inform you in writing if I wish to cancel this instruction.

- I understand that if any direct debit is paid which breaks the terms of this instruction, you will make a refund.

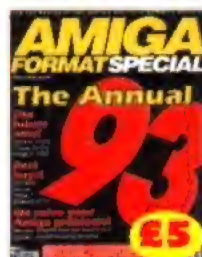
5. Signed

6. Date

TREAT YOURSELF TO SOMETHING SPECIAL



ISSUE 1: The Complete Software Guide



ISSUE 2: The Amiga Format Annual 1993



ISSUE 3: The Complete Beginner's Guide



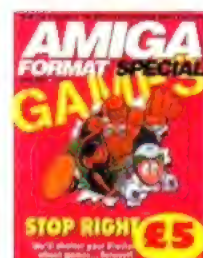
ISSUE 4: Encyclopaedia of the Amiga



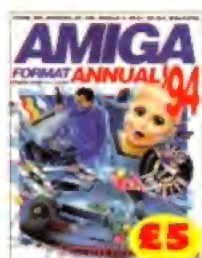
ISSUE 5: Questions and Answers



ISSUE 6: Good Hardware Guide



ISSUE 7: Games Special



ISSUE 8: The Amiga Format Annual 1994

From the makers of Amiga Format, on the second Thursday of every other month comes an issue dedicated to an in-depth study of single areas of Amiga usage. The current edition looks back over 1993 and forward into 1994. And the next issue is packed with advice and tutorials for beginners.

Evesham Micros

ESTABLISHED FOR
OVER TEN YEARS

WINNER OF TWO PRESTIGIOUS



'PC DIRECT HITS
AWARDS' '93



'Customer Service
Excellence'

'Support & Service
Excellence'

HOW TO ORDER....



Call us now on
0386 765500

TELESALES OPENING TIMES:
9am - 7pm Monday-Friday
9am - 5.30pm Saturday



Mail Order Fax:
0386-765354



Send Cheque, Postal Order or
Access/Visa/Switch/AmEx
card details to:

Evesham Micros Ltd., Dept AMFO,
Unit 9, St Richards Road,
Evesham, Worcs. WR11 6TD

Government, Education & PLC orders welcome • Same
day despatch whenever possible • Prices include delivery
(UK Mainland only) • Express Courier delivery (UK
Mainland only) £6.50 extra • Please note that 5 banking
days must be allowed for cheque clearance. Immediate
clearance on Bank Drafts

Credit card orders: We do not charge
the card until the goods are despatched.



Always a good sign.

AMIGA products are
now available from selected
RETAIL SHOWROOMS

Normal Opening times: Monday-Saturday, 9.00-5.30
Late Night Opening Until 7pm Wednesday-Friday

EVESHAM

Unit 9 St Richards Rd, Evesham
Worcs WR11 6TD
☎ 0386-765500 fax : 0386 765354

BIRMINGHAM

251-255 Moseley Rd, Highgate
Birmingham B12 0EA
☎ 021-446 5050 fax : 021 446 5010



TECHNICAL SUPPORT
0386-769403

Monday
to Friday,
10.00 - 5.00

1 YEAR WARRANTY ON ALL GOODS
Details correct at time of going to press • All goods
subject to availability • Please note that On-site
Maintenance applies to UK Mainland Only

AMIGA 500 SOLDERLESS RAM UPGRADES

**A500 512K
RAM/CLOCK
UPGRADE**

ONLY £19.99
INC. VAT AND DELIVERY

ALSO WITHOUT CLOCK
FOR ONLY :
£16.99

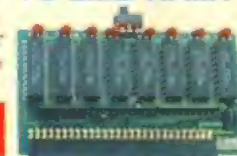
★ CONVENIENT ON / OFF MEMORY SWITCH ★ AUTO-RECHARGING
BATTERY BACKED REAL-TIME CLOCK ★ COMPACT, ULTRA-NEAT DESIGN

**'A500 PLUS'
1MB RAM
UPGRADE**

**THE FASTEST AND EASIEST WAY TO
UPGRADE YOUR A500+ TO 2MB RAM!**

Simply Plugs into trap door expansion area ★
Increases total RAM capacity to 2Mb 'ChipRAM'
★ RAM On/Off Switch ★ Compact unit size
★ Only 8 low power RAM ICs ★ High reliability

ONLY £42.99



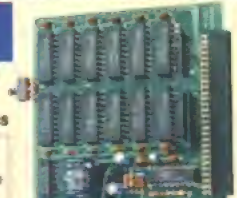
**UPGRADE
TO 2MB FOR
ONLY £89.99!**

1.5MB RAM BOARD

Fully populated board increases total RAM in A500 to 2Mb! ★ Plugs
into trap door area, & connects to 'GARY' chip ★ Includes Battery-
Backed Real-Time Clock ★ Socketed RAM ICs on 512K / 1Mb Versions

Unpopulated RAM board with clock £34.95
With 15Mb FASTRAM installed..... £69.99

N.B. The expansion board
requires Kickstart 1.3 to
operate - Kickstart 1.3 upgrade
available from us for £29.95



'MEGABOARD'

With our MEGABOARD, you can further
expand your A500's memory to a total of
2MB without disposing of your existing
512K upgrade (must be 4 x RAM-chip type, or
not exceeding 9cm in length).

ONLY £47.99

**CONNECTS TO YOUR
512K RAM UPGRADE
TO GIVE 1.5MB**

MEGABOARD needs Kickstart 1.3 to operate
(Kickstart 1.3 upgrade available from us for
£29.95). Installation requires connection to the
GARY chip. Easy to follow instructions provided.

ROCGEN GENLOCKS PLUS

OFFERING
EXCEPTIONAL VALUE
FOR MONEY, the
Rocgen Genlock offers
levels of quality, function
and sophistication not
normally available in this
price category.



ONLY £149.99

PHILIPS TV/MONITOR



With its dedicated monitor input, this model
combines the advantages of a high quality
15" medium resolution colour monitor with
the convenience of remote control Teletext
TV - at an excellent low price! Features dark
glass screen for improved contrast.

£249.00 Including VAT,
delivery & cable

VIDI-12 AMIGA NEW REALTIME VERSION

Video digitiser package
inc. VIDI-Chrome

ONLY £179.99

TOP VALUE 400dpi HANDY SCANNER

**QUALITY SCANNING -
AT THE RIGHT PRICE!**

At a genuine 400dpi scanning resolution, this
scanner produces truly superb quality scans.
Has a full 105mm scanning width, variable
brightness control and 100 /

200 / 300 / 400dpi
resolution. Daatascan
Professional Version 3-
scanning and editing
software allows real-time
scanning in either line art or in
up to 64 simulated grey scales.
Provides powerful editing features
and excellent compatibility with most
DTP and Paint Packages, eg. Deluxe Paint 4, Touch-Up. Also
supplied is The Publisher DeskTop Publishing package, ideal for
incorporating your scanned images into flyers and newsletters
(not compatible with the A1200).



STILL ONLY £99.99

3 1/2" EXTERNAL FLOPPY DRIVES

AMAZING LOW PRICE!

£52.99

including VAT & delivery

- Very quiet
- Slimline design
- Suits any Amiga
- Cooling vents
- Sleek, high quality
metal casing



- Quality Citizen/Sony drive
mechanism
- Enable / Disable switch
- Full 880K Formatted Capacity
- Long reach connection cable
- Throughport facility for
addition of further drives

**REPLACEMENT A500
INTERNAL 3.5"
DRIVE KIT**



Fully compatible, with 1Mb
unformatted capacity.
Straightforward installation
procedure. Kit includes full
fitting instructions.

**ONLY
£44.99**

TRUEMOUSE

300dpi
resolution



WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£14.99 SATISFACTION GUARANTEED

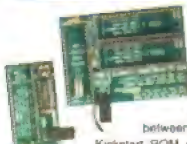
TRACKBALL



High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed!

ONLY £29.95

A500 ROM SWITCHER



SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 IS EASY WITH OUR NEW ROM SWITCHER!

You can improve software compatibility on your A500. Plus! By fitting our ROM switcher, you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires no soldering or special technical knowledge. Fitting allows two methods of switching, either by keyboard reset, or by an external toggle switch. N.B. Kickstart ROM not supplied. A500 Revision 5 boards will require circuit modification.

ONLY £24.95

Kickstart 1.3 ROM supplied separately only £29.95
Kickstart 2.0 ROM supplied separately only £39.95
A500 Revision 5 PCB Circuit Modification Service £29.95

ZY-FI Amplified Stereo Speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS!



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction to the full with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit.

Speaker Dimensions: 160x95x105mm (HxWxD)

ONLY £39.95

ZY-FI PRO SPEAKERS

EXPERIENCE NEW LEVELS OF AUDIO PERFORMANCE WITH THIS NEW PROFESSIONAL TWIN SPEAKER SYSTEM.

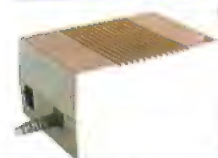
Following the success of the ZY-Fi, these versatile, power amplified, speakers faithfully reproduce a rich expressive sound for the discerning Amiga user.

Features 15W/channel built-in power amplifier with volume control, bass/treble controls, and detachable stands. Speaker Dimensions: 200x140x100mm (HxWxD)



ONLY £59.95

REPLACEMENT POWER SUPPLIES



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

Replacement Power Supply for A500 Hard Disk £49.95

ACCESSORIES

Virus Protector fits to last drive in system, protecting all drives £6.95
Amiga 500 Dust Cover £4.95
Amiga 600 Dust Cover £4.95

R A500 HARD DISKS

Reference All the features without the price

AMIGA
Machine Format

Verdict
84%

"Very attractive indeed - you get a good deal for a decent drive."

★ SCSI HARD DISK MECHANISMS for optimum performance, fast Access Time & Autoparking

★ Includes its own DEDICATED PSU. CBM recommends against use of Hard Disks without independent power supply.

★ Option for up to 4MB additional easy RAM EXPANSION, using 'SIMMS'

★ COOL... by popular demand, we have fitted a Cooling Fan!

★ GAME SWITCH allows Games to be loaded without disconnection

★ Includes SCSI THROUGHPORT at rear for further expansion

★ Compatible with Reference Add-On Hard Drive and Reference RAM unit

★ High quality metal casing, colour and style matched to the Amiga 500

★ Includes 'HD Setup 3' (external SCSI low level format and partition utility) and 'MRBACKUP PRO' (backup utility)

**40Mb MODEL
NOW ONLY
£219**
**100Mb MODEL
NOW ONLY
£299**

2Mb RAM Versions ADD £70.50
4Mb RAM Versions ADD £141.00

R A500 RAM UNIT

Reference

★ RAM access LED

★ RAM test/run switch

★ Uses 1Mb 4-bit ZIPS

★ Style matched to the A500

★ Very low power consumption

★ Throughport for further expansion

★ Compatible with A590 and most other SCSI Hard Drives (please call to check)

★ Optional PSU (allows Amiga to power other devices)

★ Available fitted with 2Mb, 4Mb, or fully populated with 8Mb

Incorporating the latest 'ZIP' DRAM technology, our External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

N.B. Any memory fitted to this unit is in addition to that on your machine already, to a maximum of 8Mb on the external unit.

With 2Mb fitted...£112.99 with 4Mb...£159.99 with 8Mb...£259.99

PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB MODULES. AVAILABLE SEPARATELY AT ONLY £89.99 PER 2MB • OPTIONAL POWER SUPPLY £14.95

A600 1MB RAM/CLOCK UPGRADE

UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!

- ★ Simply Plugs into the A600's trap door expansion area
- ★ Increases total RAM capacity of A600 to 2Mb 'ChipRAM'
- ★ RAM Enable / Disable Switch
- ★ Battery-Backed Real-Time Clock

ONLY £44.99



PRINTERS

Prices Include VAT, Delivery and Connection Cable

Panasonic KX-P2123 The Quiet Matrix Printer

The KX-P2123 offers quiet operation, colour, Super Letter Quality printing and extensive paper handling features in a reliable and trusted design. A winning combination at an affordable price.

ONLY £210.33



■ **Colour Printing** Create colourful, crisp graphics easily by utilising the KX-P2123's choice of 7 vibrant colours.

■ **Quiet Printing** Super quiet 43.5 - 46 dBA sound level (most matrix printers are typically in excess of 60 dBA)

■ **Flexible Paper Handling** Accepts single sheets, continuous paper, labels envelopes and multi-part stationery

■ **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ

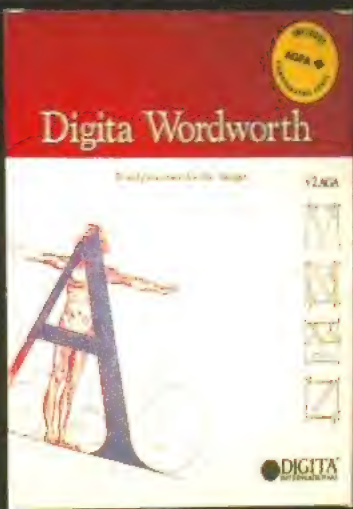
■ **7 Resident Fonts** Create over 152,000 type styles by combining fonts, character sizes and an assortment of enhancement modes. Resident fonts are using Sans Serif, Super LQ, Courier, Prestige, Bold PS, Roman, and Script

■ **24 PIN Diamond** Printhead high quality output

Hewlett-Packard Deskjet 510.....	£ 257.33
Hewlett-Packard Deskjet 500C Colour	£ 304.33
Hewlett-Packard Deskjet 550C Colour	£ 504.08
Canon BJ-10SX Inkjet Printer	£ 222.08
Canon BJ-200 Inkjet Printer 360dpi, up to 240cps, 8 fonts, 80-sheet feeder, IBM and Epson emulation.....	£ 339.58
Epson LX400 budget 10" carriage 9-pin 180/25cps	£ 139.00
Epson LQ100 24-pin 180/60cps, 8k buffer	£ 205.00

star ALL EVESHAM MICROS STAR PRINTERS INCLUDE 12 MONTHS ON-SITE WARRANTY	
Star LC 20 Successor to LC 10, 4 fonts, 180/44cps	£ 129.99
Star LC 100 Entry level 9-Pin Colour, 4 fonts	£ 168.00
Star LC 200 9-Pin Colour, 4 fonts, 180/45cps	£ 198.58
Star LC 24-100 24-Pin, 5 fonts, 192/64cps	£ 186.83
Star LC 24-200 MkII 24-Pin, 210cps high speed draft	£ 229.13
Star LC 24-200C Superb 24-Pin Colour, 5 fonts, 200/67cps	£ 276.18
Automatic Sheet Feeder for 10" LC printers (pls state model).....	£ 64.95

Wordworth v2



MAIL ORDER

SAVE £80

If you haven't already got this seriously excellent software, then you'd be mad to miss out on this amazing offer **Wordworth2** from Digita International is without doubt one of the best document processors on the Amiga. Powerful and packed with slick and useful features, such as the Intellifont system which enables you to use fonts from 4 to 800 points, mail merging, a comprehensive dictionary and thesaurus, and an indexing system, **Wordworth2** offers every thing you could possibly require of a WP program. Reviewed in AF41, version 2 scored a golden 91 per cent.

Description	RRP	Price	Order Code
Wordworth 2	£129.99	£49.99	AMF266

Adorage



AMIGA FORMAT

SAVE £20

On issue 48's Coverdisk we featured a working demo of MicroPace's excellent video effects titler, **Adorage**. Now we're offering **AF** readers a special deal for the full version, including full technical support and a manual to help you make the most of all the titling effects.

Description	RRP	Price	Order Code
Adorage	£79.99	£59.99	AMF300

Mail ORDER

We pick out top-quality software and indispensable hardware and deliver them at bargain prices.

Sportsmasters

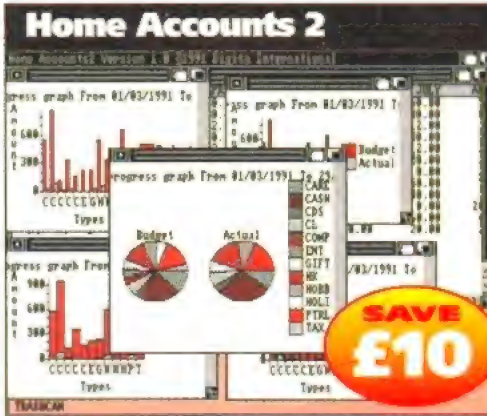


SAVE £5

Not only **PGA Tour**, the best golf game ever (and don't believe anyone who tries to tell you otherwise), but **Indianapolis 500**, **Advantage Tennis** and **European Championship Soccer 1992**, all in one box. Buy it!

Description	RRP	Price	Order Code
Sportsmasters	£29.99	£24.99	AF252

Home Accounts 2



SAVE £10

Described by **Amiga Format** as 'a package which will suit any household', this is the ideal way to keep track of your financial affairs, from what's in your bank account to how much is left after the bills!

Description	RRP	Price	Order Code
Home Accounts 2	£54.99	£44.99	AF229

AMOS Professional



MAIL ORDER

SAVE £10

This is one of the highest-rated programs ever reviewed in **Amiga Format**. Top of the AMOS range, it updates the famous AMOS extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

Description	RRP	Price	Order Code
AMOS Pro	£69.99	£59.99	AFAMPRO

History Line



SAVE £5

The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game **Battle Isle**, **History Line** scored an incredible 94 per cent in **AF43**.

Description	RRP	Price	Order Code
History Line	£34.99	£29.99	AF251

VideoMaster

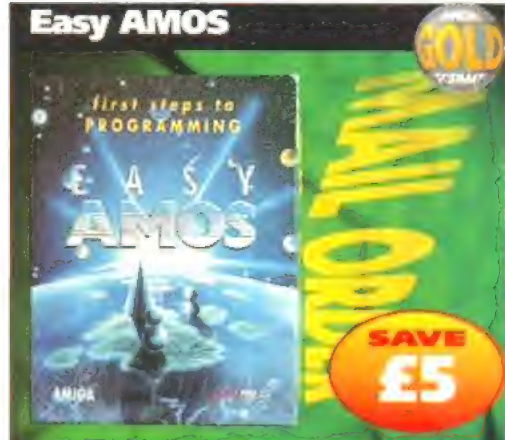


SAVE £5

MicroDeal's new combined audio and video digitiser enables you to capture both sounds and pictures for manipulation on your A500 or A500 Plus, enabling you to make your own multimedia movies.

Description	RRP	Price	Order Code
VideoMaster	£69.95	£64.95	AMF245

Easy AMOS



MAIL ORDER

SAVE £5

Designed for the beginner who wants to learn programming but doesn't know where to start, **Easy AMOS** is more than a programming language. Based on the successful AMOS, it has many helpful examples and detailed explanations to help you learn.

Description	RRP	Price	Order Code
Easy AMOS	£34.99	£29.99	AF250

CLIP-ART	GAMES	LATEST TITLES	UTILITIES	MUSIC	JUST IN...
<p>ART1-2 WEDDINGS (2 disks) ART2-2 WEDDINGS (2 disks) ART3-2 RELIGIOUS (3 disks) ART4-2 WEDDINGS (3 disks) ART5-2 MEN (2 disks) ART6-2 WOMEN (2 disks) ART7-2 KIDS (2 disks) ART8-2 BUSINESS ART9-2 OFFICE ART10-2 STUDENTS ART11-2 SALUTINE ART12-2 XMAS (3 disks) ART13-2 PUNCH (3 disks) ART14-2 ANIMALS ART15-2 CATS ART16-2 SHOOTING ART17-2 SCHOOLS (2 disks) ART18-2 BABIES ART19-2 SPORT (2 disks) ART20-2 MUSIC ART21-2 MEDICAL (2 disks) ART22-2 SEA LIFE ART23-2 DECORATIVE ART24-2 WACKY ART25-2 HOLIDAYS ART26-2 BANNERS (2 disks) ART27-2 NEW YEAR POWER ART28-2 BUTTERFLIES ART29-2 FOOD (2 disks) ART30-2 ROBOTS (2 disks) ART31-2 MAC CLIPS ART32-2 JOURNALS ART33-2 TEDDY BEARS ART34-2 VANITY FAIR ART35-2 HALLOWEEN ART ART36-2 SHOWTIME ART37-2 VEGETABLES ART38-2 FISH ART39-2 MYTHS ART40-2 DOG WOODCUTS ART41-2 CAT WOODCUTS ART42-2 AFRICAN ART43-2 AMERICAN ART44-2 SCOTCH WOODCUTS ART45-2 SHAM WOODCUTS ART46-2 MIXED ANIMAL ART47-2 BIRDS WOODCUTS ART48-2 MICE ANIMALS ART49-2 ANIMAL LINE</p>	<p>2811 ETYPE Super fast 90% Amiga 2820 PETHES QUEST 20 level elite platform game 2880 TETRIS Tetra game with 4x from Lemmings, great fun 2895 DOMINOES You know what this is surely? 2900 GRAY SLAYER - Hack 'n' slash 2887 HUNNY BLAST Shoot as many little bunnies as you can. Soft 2902 GOBBLER - Pacman clone 2903 CHAINSAW DEATH 2940 WIZARD WORLD Very cute but difficult platformer 2952 GAMEBOY TETRIS Full, a ripoff of the Gameboy 2955 TOP SECRET 4 player platformer, great fun to play 2966 SPACE TRAX 4 player shoot out 2967 TECHNO BAHN Race the ball across a warped floor 2986 HELL DOME Fast paced horizontal shoot-out, great graphics 2975 CYBERNETIX Fast Defender clone, enhanced Amiga version 2990 BOUNCE & BLAST Cute platform game with shoot-out 2994 SOCCER CARDS - Management 5001 DONKEY KONG Old Atari classic game Not 1200 5151 GIDDY Probably the best platform game available on PD 5153-2 18th HOLE GOLF The first PD golf game 5190 FIREFOX Vertical shoot 'em up 5197 SPACE INVASION Full new Star Invaders clone 5882 GALAGA '92 Up to date version of Galaga from the arcade 5120 CROSS OVER - Puzzle game 5169 BOMB JACKY - Bomb Jack 5174 DRIVON Defender clone 5177 CYTHED 5206 M-808 5.4 Brilliant RPG 5267 GIGAR TETRIS Twisted version of Tetris for Amiga 5303 SLAM BALL Football management game 5322 TOP OF THE LEAGUE See above 5340 CASH FRIIT Playable fruit machine simulator 5460 AZTEC CHALLENGE Great conversion from the C64 5453 MEGABALL 2.1 Latest version of this classic game 'Breakout' but 5459 BAGGY MAN Addictive platformer 5456 FEET PANIC A new sort of Pacman game, very good 5455 GUN CHEN Up to date chess program. Very intelligent 5462 STARBANS Amazing shoot-out with great graphics 5469 THE RIGHT WAY A Lemmings clone 5609 INSECTOIDS 2 Addictive new Galaxian game 5531 PREMIER PICKS The 2nd Premier League is here 5532 GAME TAMER 4.0 Over 400 cheats for games, the kinds of 5570 BUNNY 5565 ROAD TO HELL Top view racing game, brilliant game play 5812 SUPER PACMAN '92</p>	<p>5465 THE DISK MAG 5466 UNDER COVER Instantly composed music 5465-2 SPECTY - Emulator 5471 GRAND PRIX MANAGER Super management game 5472 HYPER INSTRUMENTS New high quality instruments 5475 INTRUDER ALERT 5474 MINI SPREAD Mini spread is a powerful but small spreadsheet, good 5476 FAST INTRO MAKER 2 Powerful demo maker 5477 SAMPLE FACTORY 2 Large collection of sound fx 5478 KLAS GAMES III 5479 KLAS UTILITIES III 5480 BOX (The Adventure) If you like new adventures you'll like this 5485 BOOTHY 1 & 2 2 superb programs, put a program on the bookshelf of any disk 5486 TEXT VIEWERS A collection of text viewers & picture viewers 5488 BUSHMINE 12 - Bushmishit 5489 Escape of Billy Huger addictive new platformer 5487 THE WEATHER Almost funny animation 5490 SPACE CLEANER 5491 SUPER PRINCE 5492 TV TITLES Video tiling game 5494 MASTER COPY Removes protection from over 500 games 5495 KICKSTART 5 5496 IF BOOT What's your hard disk looks, have it display a nice IF boot 5497 POWER DATA 5498 TROFF 5.5 5516 BLOND RUNNER 5517 PATIENCE - The card game 5518 MONAGO 5520 BUBBLED - 2 player 5521 PAX SIM - New Pactum 5522 ACCIDENT MASTER 5523 AMATEUR RADIO 5524 COLOUR AIRCRAFT A selection of great photo pictures 5527 REVELATIONS (ART) Probably the best hand drawn Amiga art 5528 POST & PS FONTS 5529 FRACTIONS - Educational 5535 POINT FARM 5.000 AT 5535 DICE COMPILER 5578 ERROR INFO V2 Lets you know what error numbers mean, very useful 5589 SUPER MARK - Screen blanker 5548 TECHNOPHOBIA 5549 ASD112 the STD CODE 5550 ASD113 the SAFE ID 5552 ASD116 ABBEY RD 5553 ASD119 the complete E 5554 ASD118 Run Later Aids 5555 TALENT MEGA DEMO 5557 SPACE INVASION New version of Space Invaders 5558 SUPER VIEWER 2.4 5559 POOLS WIZARD INK 5560 KIDS DISK 2 Three educational titles 5561 ENTITY GAME 5562 MUSIC BASE UTILITY Perfect for storing records/Cds 5564 SPECTRUM 1.7 5565 MUGGY HIRE HOOD 5569 MICRO MARKET 5571 WILLY WORM 5572 SIMON Simon night 5575 LEMMINGS NIGHT OUT 5576 JACOBY 3.1 Powerful disk copier 5577 PRINTER PAL V1.0 5578 PRINT A CARD V2 A card printing utility 5579 CATALOGUE 5 5580 PROBABLY SHIP IT 2M 5581 SOFT AGA - AGA emulator 5583 SCORP THE HEDGEHOG Some game preview 5584 SNEED MARKS 5585 COPIERS UNLIMITED Huge collection of back catalogue copiers 5586 LEMMINGS 2 HD 5587 LBS DISK Loads of libraries 5589 WALL STREET 5590-5 TOOL MANAGER 2 5593 DISKSAVE 2 Retrieve damaged files with ease, brilliant utility 5596 FOOTBALL FORECASTER 5596-2 THIRST DUEL 5597-5 GRAPEVINE 16 Latest disk magazine</p>	<p>5417 CASSETTE COVER Print your own cassette labels 5419 LIGHT V3.0A Text editor 5471 ONE MAN BAND Music playback on the computer! 5478 POINT & CLICK New hybrid mouse system, powerful 5477 WORDS WORDS WORDS A collection of word processors 5485 ASCII UTILITIES 5486 AMRAGE DISK MENU Easy to use menu maker 5500 INTRO CONSTRUCTION KIT Create your own intro to disks 5501 AMRAGE V1.0 Card filter 5510 FORN UNLIMITED Nine of pre-defined forms, including invoice, credit note, delivery note etc 5524 POWER PACKERS Everything you need to crunch files 5525 ASCII UTILITIES 4 5526 ASCII UTILITIES 5 5527 ICONS FOR ALL 2 5545 SNOOP DOG If you can't get a program to run by itself on its own disk, get this. It tells you exactly which libraries/files any program is trying to load up, a great program. 5545 RAYSHADE V4.0 A PD ray tracer, that is quite difficult to use. C/Shell knowledge required 5552 PUPPET MIND 5554 KEY MAP EDITOR 5557 SHELL TOOLS FOR WH2/3 5558 VIDEO EDITORS KIT Contains different video wapes, and using tools 5570 SLOWGIF - OFFGIF 2019 AMBOA PUNT Home save protection software 5582 BUDGET - Home Accounts 5587 MIGHTY FAX V1.0 For sending & receiving faxes on the Amiga, a modem is required 5596 FTP Competent disk top publisher 5591-2 TWIN EXPRESS Link up two computers together, either Amiga to Amiga, PC to PC or Amiga to PC. Great for transferring files back and forth. (Working diagram included) 5602 BARNET Simple network title 5599 LITTLE OFFICE Includes simple word processor, database etc 5574 LITTLE BENCH 2.0 2574 WB 5599 POWER BENCH 1.0 5602 CUI TUTORIAL Explains CUI & Shell. Great for beginners 5603 PASCAL LANGUAGE 5604 AMIGA TUTORIAL 5612 MULTI DOS 5.12 Transfer Amiga info to PC and vice versa 5618 ELECTRONIC PROTOTYPEN 5621 FORTNAN COMPIER 5673 BACKUP V3.5 - Hard disk backup 5681 HAN LAB PRO V2.08 Powerful picture manipulator & converter 5625 TACK V1.2 Anim construction kit 5599 AMIGA BEGINNERS GUIDE 5617 BAD FORMAT Removes bad tracks on corrupted disks 5595 DICE COMPILER 5595 RANDOM QUOTER Every time your computer boots up the system will give you a different quote 5554 PCTASK 2.05 Latest version of this amazing new software PC emulator, 256 colours (VGA) on an Amiga 1200 5594 SPECTRUM EMULATOR 1.7 Very fast Spectrum emulator, run speedy games on your Amiga 5599-5 TOOL MANAGER 2</p>	<p>5885-5 AMAZING TUNES 2 A true classic music demo. Box 5885-1200 5836-2 TET "GROAN" 30 minutes of the best music mix we've heard, featuring vocals and it even has Maggie Thatcher singing in part of it 5736-4 "A-Z OF C64 TUNES" 5748 INTENSE RAVE 5792 CLUBB TECHNO 5793 PARADISE TECHNO 5799 "MUSEUM '92" Nice music with some neat pix 5890 RON RAVE DEMO 5890 SKETCH A TUNE 5893-2 SOUNDS OF SCIENCE A very popular title 5814-2 UNLIMITED - (51 minutes) Get ready for possibly the longest music track to hit the Amiga 5895 INTERACTIVE DANCE FRASH Brilliant rave demo 5896 SANTI JESTERDAY Nice peaceful tracks 5897 "GLOBAL CHAOS" 5898 "BLACK ENERGY" 5899 "PERFECT 5" 5900 COMPLEX "DELIRIUM" Another one not to be missed 5901 PIERCE O MIND - Great stuff 5902 ANDROMEDA "Point break" 5975 CONTINENTAL TECH DANCE Very good rave demo 5566-2 HIS MASTERS NOISE A 2 disk extravaganza of over 50 tracks. Not A200 5909 FAIRLIGHT "Virtual Dreams" Stunning new video type demos, great music & great animation</p>	<p>5840-2 STARBASE A good selection of game samples 5868 SHANGAI '93 5868 TRAIL BOUND (text adventure) 5836 TEXT ENGINE 4.1 5829-4 LAST STAND (in HTML) 3 Meg, 4 disk Star Wars Anth 5825 EPU "HD STACKER" Double your hard disk space 5825-2 MR MEN OLYMPICS 5813-2 MENTAL IMAGE GAMES 5819 DATASETT 64 Load up C64 games from cassette req. 64mem 5812 KUNG FU CHARLES</p>
					<h2>PRINTER DRVS</h2> <p>5550 STAR PRINTER DRIVERS A collection of printer drivers for the range of Star printers including 9 & 24 pin mono/colour & Bubblejet 5551 BERNARDINI DRIVERS Supports 9 pin & 24 pin printers 5552 PROFESSIONAL DRIVERS A selection of printer drivers for the more professional users, Laser, HP etc. Like all our driver disks, easy to install 5552 CITIZEN DRIVERS Enhance the quality of your print with the drivers on this disk 5553 CANON DRIVERS Essentially for the BJ series of Canon printers, including the new BJ100 & the classic BJ100 5554 SIKOMA DRIVERS For 9 pin & 24 pin printers 5555 HP PRINTER DRIVERS A miscellaneous collection of HP drivers, including the 500 & 500c 5555 EPSON DRIVERS Over 70 miscellaneous printer drivers 5556-2 WITH DRIVER INSTALLED We'll install a driver on the version of Workbench you request, and send a full working copy with driver. Pre-installed ready to use - all for just £5.00</p>
					<h2>BUSINESS</h2> <p>5511 FILE-O-BAX - Get organized! 5529 ADDRESS 1.35 - Very powerful 5571 ADDRESS PRINT 5.1 5407 EXCEL DATABASE 600 BUSINESS LETTERS 600 template letters to load into your word processor 5522 ACCOUNT MASTER 5528 GRAMMAR CHECKER 5551 TEXT ENGINE 4.1 5502 FANCY DISK LABELLER 5506 THE DTP PROGRAM Simple to use Disk Top Publisher software 5525 PAY ADVICE</p>
					<h2>THUNDER BIRDS</h2> <p>"THE GAME" Features the original soundtrack, great character animation, and superb gameplay. An excellent time pass! Order code: V8315 Only £5.00</p>
					<h2>EDUCATIONAL</h2> <p>C240 FIREWORK ALPHABET C072 MATHS REFLEX TEST C065 DIVISION C106 FOUR STROKE ENGINE B051 MATHS CALCULATOR B015 BOOK OF SPELLS A420 LEARN AND PLAY B016 MATHS TALK B055 ALPHABET B B028 MATHS WIZARD C12222 WORLDLY WISE 2 (800K) B119 STORY LAND B105 KIDS PAINT C12222 PICTURE AND LETTERS</p>
					<h2>MOTOROLA INVADERS 2 AGA</h2> <p>The worlds first A1200 Space invaders game with a music soundtrack over 1 Meg long and 140 colours on screen Order code: C027-2 2 disks AGA</p>
					<h2>PC TASK</h2> <p>THE FULL VERSION With free flow disk Order code: V1515 Only £39.95</p>
					<h2>Amiga 1200 Degraders</h2> <p>Includes various tools to degrade your A1200 so it can run the older Amiga software. Titles included: KILL AGA2, Kick 1.3, The Degraded, Fitterless etc. Make most of your older software WORK! Order code: C356</p>
					<h2>PD Prices per disk</h2> <p>1 Single disk £5.00 2.5 disks £2.00 each 5-10 disks £1.75 each 11-20 disks £1.50 each * Postage & Packing in the UK. Add 50p to any order</p>
					<h2>Ordering by Post</h2> <p>Simply send us a written order with a list of the disks you require, enclosing full payment, or simply tick the boxes of the disks you require. Fill in your name & address, remove or photocopy this page and send it to: VIRUS FREE PD, 31 Faringdon Rd, Swindon, Wilts. Make cheques or postal orders payable to VIRUS FREE.</p>
					<h2>Ordering by Phone</h2> <p>To place an order over the phone simply call any time between 10.00 & 5.00pm Monday to Saturday with your credit card details and the disks you would like to order. (Orders can usually be placed up to 5pm every evening.)</p>
					<h2>Overseas Orders</h2> <p>Overseas orders are welcome, but please add 20p for each disk ordered, a maximum of 5 disks applies.</p>
					<h2>Priority Order Form</h2> <p>Name _____ Address _____ Tel: _____ Amiga model _____ Payment method _____ Cred Card No. _____ Exp _____ Total disks ordered _____ Total price: £ _____ +50p P&P</p>

AMIGA REPAIRS

FIXED CHARGE ONLY £42.99 Incl.

- FIXED CHARGE INCLUDES PARTS, LABOUR, DELIVERY, VAT
- 90 DAY WARRANTY ON ALL REPAIRS
- 24 HOUR TURN-AROUND ON 95% OF REPAIRS
- ALL UPGRADES PURCHASED FROM US FITTED FREE WITH REPAIR
- INCLUDES REPAIRS TO DRIVE & KEYBOARDS, ADD £10.00 IF NEED REPLACING, FULL DIAGNOSTIC TEST AND SERVICE

Est.
12 Years

In
Stock

SPECIAL OFFERS

New Low
Price

INTERNAL 3.5" DRIVE Simple to fit, fully documented	£38.99	A500 MODULATOR Exchange/Repair	£18.00
ROM SWITCHER Keyboard/mouse switched	£14.95	A500 KEYBOARDS Factory new, Genuine part	£44.10
KICKSTART 1.3 ROM For software compatibility	£25.00	FATTER AGNUS 8372A 1 Meg chipram compatible	£36.50
KICKSTART 2.05 ROM Upgrade to A500+ ROM	£29.90	CIA IC Printer, Serial, Drive ports	£9.20
SUPER DENISE Excellent value	£28.70	GARY IC	£11.50
68000 CPU	£15.00	PAULA IC	£19.95
		A500 PSU	£25.00

ATTENTION ALL DEALERS

Our company now offer the most competitive dealer repair service.
Full credit facilities available.
Send for our FREE information pack today...

We reserve the right to refuse repair for whatever reasons
Prices only valid with this coupon

Service HOTLINE (0533) 470059

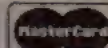
DART Computer Services
105 London Road
LEICESTER LE2 0PF



DART
Computer Services



CUT, TICK & POST



TELEPHONE 0702 466933 FAX 0702 617123
PO BOX 1 BRYANT AVE, SOUTHERD-ON-SEA, ESSEX, SS1 2YD

PD-Soft Font Disk 01 AachenBold AachenLight AACHOVER Adjutant AGRI Altamir Alexander Alisa Altamir Altamir Altamir Altamir Altamir Altamir Altamir Altamir Altamir Altamir Altamir	PD-Soft Font Disk 02 Altamir	PD-Soft Font Disk 03 Altamir
PD-Soft Font Disk 04 Altamir	PD-Soft Font Disk 05 Altamir	PD-Soft Font Disk 06 Altamir
PD-Soft Font Disk 07 Altamir	PD-Soft Font Disk 08 Altamir	PD-Soft Font Disk 09 Altamir
PD-Soft Font Disk 10 Altamir	PD-Soft Font Disk 11 Altamir	PD-Soft Font Disk 12 Altamir
PD-Soft Font Disk 13 Altamir	PD-Soft Font Disk 14 Altamir	PD-Soft Font Disk 15 Altamir
PD-Soft Font Disk 16 Altamir	PD-Soft Font Disk 17 Altamir	PD-Soft Font Disk 18 Altamir
PD-Soft Font Disk 19 Altamir	PD-Soft Font Disk 20 Altamir	PD-Soft Font Disk 21 Altamir
PD-Soft Font Disk 22 Altamir	PD-Soft Font Disk 23 Altamir	PD-Soft Font Disk 24 Altamir

PD-Soft Presents : Just Pure Fonts

The NEW Font collection. There are 24 disks within this set (16 two formats Adobe Type 1 or Scalable. Adobe Fonts have been tested on Final Copy II, Page Stream V2.1, and the Scalable Fonts have been tested on Professional Page 3.0, Page Stream V3.0, Workbench V2.0 and Workbench V3.0. Both types will work with loads of other Amiga packages that can take the font format. Please Note: PD-Soft is not responsible for any problems that can take the font format. Prices are £3.00 Per Disk or £49.99 for a complete 24 disk set for 24 Adobe Type 1 fonts or all 24 Scalable fonts. Ring, Fax or SAL for a Full sized Font Update.

☐ Adobe Type 1 Fonts ☐ Scalable Fonts

ORDERING BY POST Please tick the boxes for the left of the disk numbers with a coloured pen. If lighter or just outline the disk set you want to order. After selecting your order please fill in your personal details on the order form provided. CUT OUT or Photocopy this advert and Post for the Address above. Hand written orders are also accepted. Cheques & Postal orders made payable to PD-Soft. Ordered before please tick the Account box or just fill in your number which was on the previous delivery note.

COLLECTING DISKS You can now collect any disks at our office address: 6 B Dutton Road, Southend-on-Sea, Essex, SS1 2YD. **EEC (NONUK)** When ordering there is a min order of 5 disks please add £1.50 for annual postage. Subsequent orders accepted. Cheques drawn on UK Banks. **INTERNATIONAL ORDERS** Please add 20% to your order's total (Min £2.00) to cover Air Mail postage. Cheques must be drawn on UK Banks. No postal orders.

Your Name				A/c No
Address				
Post Code			Telephone	
Card Card No			Expiry Date	
Signature				I enclose cheque/PO for £

REALITY

Merry Christmas, readers! Welcome to Reality. Did you know that Reality is a P.D Company that only sells the best Public Domain Software? Not to mention delivering 1st class post. ANY disk you choose contains QUALITY software. After all, only the best is good enough for you!

MUSIC	DEMOS	SLIDESHOWS
M001 Jesus On E's (2) M002 Legalize It 2 (2) M003 Crystal Symphonies M004 L.S.D Total Kaos M005 L.S.D Techno Warrior (+1200) M006 Kerfrens Multimegarnix M007 Rolling (2) M008 Spaced Out M009 A Mega Party Winners M010 Shamen Move Any Mountain	D000 Desert Dreams (2) (+1200) D001 242 Demo D002 Neural Assault D003 Spaceballs D004 Sanity W.O.C (+1200) D005 Continental Tech Dance D006 Demo Download (2) D007 Anarchy Flower Power D008 Claustrophobia D009 Talent Q.E.D. D010 Hardwired (2) D011 Mindwarp D012 Anarchy Kitchen D013 Melon Human Target D014 Liquid Reflex (+1200) D015 Timezone (2) D016 Ray of Hope (2) D017 Wildfire Megademo D018 Andromeda Demo D019 Complex Demo D020 Alcatraz-Oddyssey (5)	S001 Melon Prism S002 Comic Art 2 S003 Sanity Comp Winners S004 Ghost 2 (2) S005 The Gathering (+1200) S006 Synergy-Illusions S007 Silents-Slideshow S008 Machines of War S009 Speed Machines S010 Agatron 4 S011 Agatron 6 S012 Agatron 11 S013 Agatron 12
ANIM	GAMES	
A001 Savings Certificates (+1200) A002 Jogger + Magician A003 Speed Limit 3 Meg (3) A004 F19 + Rocking Chair + Newton	G001 Wibble World Giddy G002 Hellzone G003 L.C.D. Dreams G004 Crazy Sue 2 G005 Pom Pom Gunner G006 Quick + Silva G007 Super Twinnis G008 8 Game Compilation G009 Motorola Invaders 1200	
DISK PRICES	UTILITIES	
1-2 DISKS £1.75 3-10 DISKS £1.50 11+ DISKS £1.25 21+ DISKS £0.99	U001 D COPY V2.0 (+1200) U002 Land Builder U003 Protracker U004 No Limits Slideshow U005 Dope Intro-maker U006 Kick 1.3	
POSTAGE PACKING		
UK + 50P EUROPE + £1.00		

1200 USERS! USE KICK 1.3 TO RUN A500 PROGRAMS

ORDERING YOUR QUALITY SOFTWARE
Please make your Cheques or Postal orders payable to:
"Reality"
3 Manor Road,
Taunton, Somerset
TA1 5BB



48,000 MEMBERS!!

FOR THE BEST IN PUBLIC DOMAIN & CD ENTERTAINMENT, NO-ONE ELSE COMES CLOSE!

NEW IN! DEMO CD 2

Another stunning compilation of new PD products. This one is even better than the first! Over 600MB of Data! Get it now for £19.99 + 75p P+P

NEW IN! CDPD Volume 3

Fish from F761 to F890, ready to run from the CD! Also includes dozens of high quality 24 bit scans plus Ham and AGA HB versions & MUCH MORE! for only £19.99 + 75p P+P!

THE 17 BIT COLLECTION

This double CD collection contains 1700 disks from our own library from disk 0001 to 2301. All the classics are included, as well as hundreds of great PD games, Demos, Music etc. Yours For Only £39.99 + £1.00 P+P

CDPD VOLUME 2

The second volume of the CDPD Fish collection plus one more PC-DIFF & AMI releases in volume 2 for only £19.99 + 75p P+P

NEW IN FROM THE U.S.A!

This CD contains the entire AMINET and AB20 Archives in one stunning compilation. Contains more games than your local arcade, as well as thousands of WB2.0/3.0 Units and all the Euro Demos released at The Gathering 93! This collection can't be beaten at £19.99 + 75p P+P

NEW IN! MULTIMEDIA TOOLKIT!

This CD contains all you need for your own Multimedia Productions! Thousands of clipart images in colour and B&W, even scaleable art! Hundreds of Adobe, Postscript & CG Fonts are also included, not to mention the 750 Modules & 2300 SFX. Only £19.99 + 75p P+P

GREAT PD GAMES!

+2633 PREMIER PICS
Soccer Cards Type Game
X2635 UCHESS
AGA Only Chess 4 MEG
+2637 SKIDMARKS
Iron Man Stewart's Clone
+2639 G.P. MANAGER
Superb G. P Management Sim
+2646 Bondmine 12
Boulderdash Clone
+2650 BILLY BURGLAR
Good Platform Game
+2658 (AB) STARBASE 13
Monkey Island in Space!
+2659 RED DWARF QUIZ
Trivia Quiz of series
+2681 POPEYE
Classic Arcade Conversion!
Needs Fast Ram.
+2692 ROAD TO HELL
SuperSprint Racing Clone
+2711 INTENSE
Alien Breed PD Clone
Written in SEUCK
+2715 DINOWAR
Dinosaur Trivia Quiz
+2740 SPECCY GAMES
Loads of Classics for use
with Speccy Emulator
X2747 (AB) MOTOROLA INVDR
AGA Only Space Invaders!
+2753 (AB) MR MEN OLYMPICS
Excellent Decathlon Clone
With Mr Men!
+2765 ESCAPE FROM DOOM
NICE RPG TYPE GAME.
+2770 FATAL MISSION II
Nice Shoot Em Up
+2780 ZYRAD
Neat Puzzle Game Like Puzznik
+2790 MENTAL IMAGE I
1200 Compatible Games Comp.
+2791 MENTAL IMAGE II
1200 Compatible Games Comp
X2797 (ABC) KLONDIKE AGA
Superb Game for AGA only!

AMIGA ANIMATIONS

+2559 (AB) MONTY PYTHON
How Not to be Seen Sketch
+2591 BAIT MASKING AMIN
Schwartz Strikes Again
+2621 SUNJETS ANIM
Craig Collins Anim
+2630 ALVIN AEROSOL ANIM
Good Cartoon Animation
+2652 WEATHERMAN ANIM
Nice Spoof Animation
+2677 (AB) ON THE GREEN
Golfing Goes Drastically Wrong!
+2684 Circus Anim
Like Boat, Xmas etc.
+2754 (ABCD) LAST STAND
Fantastic 3 Meg Anim. Must be
seen to be believed!
+2756 3 WAYS STOP SMOKING
Sick, But Fun!
+2773 ATTACK!
1.5 MB Anim Schwartz Style

UTILITY DISKS

+2694 NO SAMPLER? UTILS
Make The Most of your Amiga
without hardware samplers.
+2698 HD CLICK V2.53
Nice menu program for HD's
+2699 PP MINICRUNCH
PD Powerpacker Clone
X2700 AGA Graphics Utils
Converters etc for AGA
+2702 POOLS WIZARD V1.0
Win loads of cash, hopefully
+2705 RDPREP
Get Prepping those drives!
+2710 SPECTRUM EMUL 1.7
AGA Compatible Emulator
+2712 MENUMASTER 3
Make your own disk menus.
+2713 UTILITY DISK MAKER
Utils for creating disks.
+2717 MUSIC ENGINE
Make your own music
+2720 GAMETAMER V4.59
Latest games cheats & solves
+2725 SPIDERSOFT UTILS
Includes Landscape Designer!
+2726 TELESCROLL UTIL
For use with video work
+2727 TELE TITLER 2 (HI-RES)
Video Titler.
+2728 TEL TITLER 2 (LO-RES)
+2732 AMILOGO
Programming Language
+2734 ICONS PLUS #1
Icons to use on your disks
+2735 ICONS PLUS #2
More Icons to use
+2736 ICONS PLUS #3
Even more icons!
+2737 AZ SPELL V2.01
Good Spell Checker
+2739 DIGITAL ADDRESSER
KS2.0 only folks
+2748 EDWORD V4.0 DEMO
Demo of a very nice text editor
+2755 EASYCALC+
KS2.0 Spreadsheet, Excellent!
+2763 PARNET GUIDE
How to set up a parnet link
+2767 TEXTENGINE V4.1
Most excellent word processor!
+2774 MAGNUM CREATOR 1.7
Make your own disk mags!
+2778 OCTOMED V5.0 DEMO
Demo of a powerful tracker.
+2779 POWERLOGO 1.3
Another programming Language
+2783 AMIBASE PRO 2 V1.8
Great Database Utility
+2784 OCTATUTOR
Tuition for Octamed Users
+2785 MAGIC WORKBENCH
Transform your WB. Superb
+2786 RUSH
Great hard drive utils disk
+2788 AMBUSH 1.03a
Resizes Intuition Windows After
Changing WB font sizes.
+2789 ASTRO 22 V3.5
Updated Astronomy Program!

DEMO DISKS

+2544 TRSJ MISERY
Excellent Red Sector inc Demo
+2560 (AB) DEMON DOWNLOAD
The latest offering from silents.
+2597 TECHNOLOGIC DEATH
Hard core dance track demo
+2600 (AB) ALCHEMY RAGE
Shades of Odyssey Here.
+2601 BOUNDLESS VOID
A nice submission from melon
+2668 RHYTHMIC ORGY
Plenty of music on this disk!
+2668 (AB) LEX GOUDSMIT II
The Sequel! Basic, But a laugh!
X2672 RETINA EURO 1 DEMO
Nice AGA Demo
+2675 (AB) ENDLESS MELODY
Hemroids latest PD offering
+2683 SANITY INTERFERENCE
Very nice demo here.
+2718 FAIRLIGHT 242 DEMO
Stunning new effects!
+2743 TECHNO MODULES #1
Includes re-mixed hits
+2744 TECHNO MODULES #2
More hits.
+2745 TECHNO MODULES #3
Yup, more re hashed techno.
+2746 TECHNO MODULES #4
Just a few more..
+2747 TECHNO MODULES #5
Last in the series!
+2749 SHORT MODULES DISK
Loads of tunes
X2759 POINT OF SALE
Great Euro AGA demo
X2761 CHROMAGIC DEMO
Another dose for your A1200
+2672 EXTENSIONS DEMO
Another cool demo
+2769 (AB) RETINA SOURCE
Source code for Euro 1 demo

EDUCATIONAL

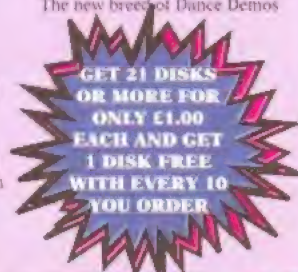
+2373 WORLD GEOGRAPHY
Good Educational program
+2479 SINGALONG RHYMES
Jack & Jill etc
+2451 THE LITTLE TRAVELLER
Info on places world wide
+2523 MATHS ADVENTURE
Solve puzzles to continue
+2533 STIRLING ENGINE
See how an engine works
+2723 BACK TO SCHOOL #3
Good Educational Compilation
+2724 BACK TO SCHOOL #2
A compilation of educational
programs for young kids
+2741 HIGHWAY CODE
Asks questions on the code
+2772 (AB) DISCOVERY ATOM
Hyperbook educational disk all
about the atom
+2795 (AB) READ AND LEARN
The story of three little pigs with
speech, words and pictures.
+2796 JUNIOR MATHS
Great maths tutor for kids

SLIDESHOWS

+2545 REVELATIONS SLIDES
This one is a must!!
+2562 HAM PICTURES
Loads of different HAM pics
+2565 CAPRI SLIDESHOW
The Beginning of a cult following
+2577 CYNOSTIC AGA SLIDES
Yup. You guessed...
X2580 NIGHTBREED AGA
Loads of pics for your A1200
X2581 NIGHTBREED AGA
Second in the series
+2607 AGA FERRARI SLIDES
Ferrari fans only!
X2653 FIT CHICKS SLIDES
1200 only. Sorry Folks (2 disks)
+2657 CAPRI SLIDES II
More hot car pics!
+2664 PHANTOMWARE PICS
Good quality collections of pics
+2695 AKIRA PICS II
Some more of those cult pics
+2714 MAGIC FACTORY SLIDES
High quality slideshow
+2771 CAPRI SLIDESHOW III
The 3rd in this popular series
X2776 (ABCD) AKIRA AGA PICS
Loads of them cute Akira Birds
+2781 BABYLON 5 SLIDESHOW
Nice screens from the series
X2787 FREAKS BODYSHOP
Some very nice AGA Gribes!

CLASSICS

+651 MENTAL HANGOVER
The first top selling demo ever!
+659 REBELS COMA
First of its type, Siroby/Rave.
+913 PHENOMINA ENIGMA
Another highly rated demo
+976 AT THE MOVIES ANIM
This one made Schwartz!
+1574 (ABCD) ODDYSSEY
Took the demo world by storm
+1562 (AB) HARDWIRED
Another Megastatic demo
+1592 (ABCD) AT THE MOVIES II
Schwartz's Spectacular Sequel!
+1604 RAZOR 1911 VOYAGER
Great top demo
+1883 ANDROMEDA DOS DEMO
Another Timeless Classic
+1893 KRESTMASS LEFTOVERS
The 1992 Anarchy Party Winner
+2268 (AB) JESUS ON E/S
A new trend setter
+2371 STATE OF THE ART
The new breed of Dance Demos



DEMO CD

Over 650 MEG of demos, cliparts, music, slideshows, games and utilities. Not to mention over 1000 modules! £19.99 + 75p P+P

CD 32 USERS, DON'T DESPAIR!

Check out Pinball Fantasies! The smash hit pinball sim is now available in 256 colours for the 32. Yours for £29.99 + 75p P+P

OY! GET AN UPDATE

Posted to your door every 6-8 weeks containing details of all the new PD releases & a few new utils for you to play with! 1 year free for £9.99 (UK) £19.99 (R.O.W.)

AMFM 16 NOW AVAILABLE!

The Definitive Amiga/Midi Music Diskmag. £2.50 (Mag) Or £4.00 (Mag and Sample disk)

3D OBJECTS & TEXTURES

2 Diskset of Imagine format 3D objects & textures all archived so there's loads stuffed on each disk! £10.00 inc P+P

FINAL FRONTIER 5

★ ★ Calling All Star Trek Fans ★ ★
T.F.F. is a dedicated Trek mag on 4 packed disks. Includes exclusive artwork by none other than Tobias Richter! £6.95

ASSASSINS GAME DISKS

Easily the most popular games compilations around today. We now stock the entire range up to disk 135 - that's around 500 games! See disk prices below for single/ quantity prices.

DON'T FORGET!

We also stock new releases on Amiga!
Check out the prices below on just a small selection of what we have! Hired Guns £25.99 Space Hulk £26.99 Combat Air Patrol £23.99 Overdrive £18.99
FRONTIER £22.99
ALIEN BREED II (AGA) £22.99
ALIEN BREED II £18.99

LSD LEGAL TOOLS COLLECTION

We now stock LSD disks up to number 140. These disks are an invaluable source for uncommon utilities. See below for disk prices

BY PHONE
(0924) 366982
Access, Visa, Switch
We now accept
AMEXPRESS

BY FAX
(0924) 200943
Please leave your order
and credit card details

BY POST
Please send Cheques/PO's to:-
17 BIT SOFTWARE
1st Floor Offices,
2/8 Market Street, Wakefield,
West Yorkshire WF1 1DH

DISK PRICES
1 to 10 Disks £1.50 Each
11 to 20 Disks £1.25 Each
21 Disks or More £1.00 Each
1 FREE DISK
WITH EVERY 10 YOU BUY

WorkBENCH

Whatever your problem (as long as it is Amiga-related) we are here to solve it. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



GVP's A530 can make your A500 faster than an A1200, but it won't give you AGA graphic support.

A SAD CASE

From: John and Paul Walker, Essex

As our A500 is becoming outdated we are planning to update it. We are probably going to buy a GVP A530 Turbo hard drive at the Future Entertainment Show and I was wondering if this would run 32-bit CD software as it says that it has 32-bit RAM.

Also, is it necessary to have 1Mb of chip RAM fitted to use the CD drive? We were thinking of having the Pro Agnus from WTS fitted to the machine, would it be possible to fit the AA chipset to the machine but through a device like a ROM sharer so that we could switch between modes?

To begin with, it isn't possible at all to upgrade the A500 with the AGA chipset. Sorry. This also means that you will not be able to run any CD³² software

with your machine. The A570 drive will allow you to run CDTV software on your A500, and that is what you need 1Mb of Chip RAM for. The A530 is a good drive, but having 32-bit RAM only means that it is much faster, it doesn't mean that it can emulate a 32-bit machine. Your best bet is to upgrade to an A1200.

THREE BUTTONS ON MY MOUSE

From: Paul Davis, Street, Somerset

My mouse for my Amiga 1200 is starting to fade out and I think it may be time to replace it. I have noticed that there are a number of three-button mice now available, and since I am beginning to get involved in programming the idea of a third button appeals to me.

What I want to know is if the Amiga supports the third button, and how I would be able to make use of it. I might like to configure it as a replacement for the shift key.

The Amiga does indeed recognise the third button, it is configured as pin five on the Amiga mouse port. Unfortunately, AmigaDOS does not support it directly, so the only way you could use it is via your own programs.

CAN YOU GREP IT?

From: R Smithers, Guildford, Surrey

I own an Amiga 1200, and a lovely thing it is too, but now I need to be able to run UNIX. So, what fully working versions of UNIX are there for the Amiga range, and what is the minimum configura-

Continued overleaf

IF YOU HAVE A QUERY...



Nick Veitch

At Amiga Format
We aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software at all will be given a higher priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved in it). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you can understand, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail as best you can the actual problem.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench you are using and which model of Amiga you have).
- Make sure your question is relevant, and wouldn't be more easily solved by the dealer you bought the goods from.

DON'T

- Tell us all about your aunty Ethel for three pages and then explain your problem.
- Write in with questions like "I added a hard-drive to my machine and it doesn't work - what should I do?". (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

PCMCIA ENVY

From: Joseph McGill, Whitby, N Yorks

I have an A500 and I have a few questions to ask:

1. Is there any way that I can use PCMCIA cards on my machine?
2. Is it worth buying an external CD-ROM drive. If so, will it run Amiga CD³² CDs? Will there ever be CD-RAM?

I always hesitate to say there is no way to do something, because no sooner have the magazines hit the shelves than my desk disappears under a mountain of circuit diagrams and Maplins part numbers sent in by people trying to prove me wrong. However, in this case I can, without fear of avalanche, say that there is no way you can use PCMCIA cards on your A500.

Is it worth buying a CD-ROM drive? Well, it depends if you are going to buy some CD ROMS as well. The A570 drive will not enable you to run CD32 games which use AGA graphics, and since all of the CD32 releases will use AGA graphics, you won't be able to play any of them. An external CD-ROM drive will support CDTV titles



PCMCIA cards are a useful and relatively cheap way of adding memory to an A600 or A1200.

though, including the large collections of PD software on disk.

It is also possible, with a bit of cunning, to use PhotoCDs with the A570. It may be a better idea to buy a new machine though - if you only want to buy a CD drive to play games, you will be better off getting a CD³².

CD-RAM? If you mean read/write CDs, then they already exist, although the drives are a bit expensive at the moment (£3,500).

tion I need to run it? I don't mind upgrading or even buying a second Amiga, but does the 030 version of the A4000 have an MMU built in? Can you tell me what else I will need?

There was a UNIX port called MINIX which appeared on the Amiga scene a few years ago. I think there is still a demo of it floating around at 17 Bit Software (0924 366982). However, this version did not support hard drives, which was a little silly to say the least.

Anyway, the good news is that a new PD UNIX port is to be released very shortly, going by the name LINUS. It promises to be fully compatible, and the fact that it is free will help cushion the financial blow of the equipment you will need to buy to run it.

You do not need to buy another Amiga, but you are correct in assuming that you will need an MMU. Probably the best solution is to get an accelerator for your A1200 featuring a full 68030 chip, such as GVP's A1230 card (or alternatively you could splash out on an A4000/040).

DAMAGED DRIVE

FROM: Toby Wallis, Basildon, Essex
Just recently my Amiga has been giving me some trouble. I seem to be getting random read/write errors. During loading, my A600 will scream at me and then say that the disk has an error on a completely random track. All three copies of *Deluxe Paint* that I have access to do not work very often although my *Amiga Format* Coverdisks seem to be fine. Do you think I will need to get a new internal drive for my machine?

Yes, it certainly sounds as though your drive is badly damaged and that you will have to replace it.



DPaint IV can print out in colour, but surely everyone knows that black is best?

UP THE SWANEE

From: North Lancs, Leonard Cheshire Home
Please can you help. We have an A600 and an HP Deskjet 550c printer, but we cannot seem to print out in colour on the Amiga. We can print in colour only using our other machine, an Archimedes. We wrote to Commodore and they gave us the correct printer driver, but still *Deluxe Paint* will only print out in glorious black and white.

Please can you help? Our residents are keen to produce artwork and print it out. At the moment we are using disks up at a tremendous rate because we have to save everything in the hope that one day we will be able to print in colour.

Hmmm. If you have the correct driver then you should be able to print out OK. Are you sure that you have set up your preferences correctly? Under Workbench 2 the printer preferences are split into two parts. The second part is called PrinterGFX. In this utility you need to cycle the Shade gadget until it says "colour". Obviously, you also need to select colour printing from the *Deluxe Paint* requester.

Failing this the best solution is to get hold of some printer enhancement software. Not being ones to shrink from blowing our own trumpet, may I suggest that you take advantage of the *TurboPrint Professional* offer that we have been running in our magazine for the last three months. If you missed it give our Mail Order department a call on 0458 73279.

FOUR MEG FEVER

From: Anon, Cambridge
I need help and I need it now. I have just finished reading your explanation of memory in *Amiga Format* 52 and have discovered that my old, dust-filled relic of an A500 can be expanded to 4Mb. I need this and I need it quickly. I am desperately fed up of getting "Not Enough Memory" messages. Please tell me where I can get it.

I'm not sure why you wish to remain anonymous. The trade in memory expansions for the Amiga 500 is not (yet) illegal. Swarms of Special Branch officers do not pore over every page of AF scanning for names and addresses of "users". Maybe you are just embarrassed that you have such an inadequate amount of memory and you think there is some shame attached to needing an 'extension'. Anyway, You can get a Supra RAM expansion from First Computer Centre (0532 319444). Prices start at £159.99 for 2Mb, up to £319.99 for a full 8Mb.

BACK TO BASICS

From: Ryan Tracey, Australia
Is there a device which I could put between my trapdoor slot and my A501 expansion so that I can switch between a half and one meg of Chip RAM

AMOS ANSWERS

ERRORS. WE ALL make them. Well, I don't (not unless you count going for that Banana Split at the team meal) but I am told that lesser mortals make them all the time. Since I have had so many questions about errors (Mr Payne, Sean Gray, E Fitzsimmons...) I thought we would spend some more time going over them.

Last month I gave you a complete list of all the errors you are likely to get, but obviously if you have a runtime error (one that occurs while the program is actually doing something) it rather takes the gloss off your software, especially if you want to let other people use it.

There are ways to trap errors in AMOS. This means that although an error has occurred, the program doesn't actually stop, but instead control is transferred to a different part of your program.

This is set up by the following command:

On Error Proc (label)
Where the label is a label to a procedure later in the program. Consider this simple listing:

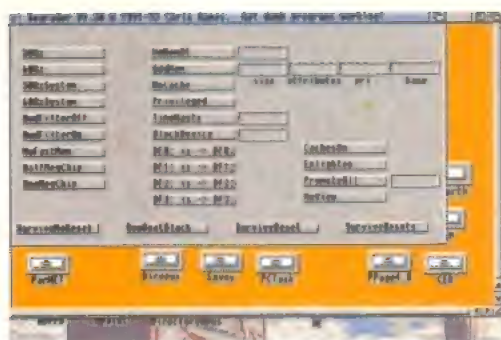
```
ON Error Proc mistake
DO
    Input "Enter two numbers :a,b
    Print a;" divided by "b;" gives
    :a/b
Loop
Procedure Mistake
    Print "You have tried to divide by
    zero"
    Resume Next
End Proc
```

This program will happily work away giving you the answers to your division questions until you try to divide by zero (which is, of course, if not entirely impossible, certainly branching out into non-Euclidian ideas about the spatial nature of mathematics). At that point a division by zero error will be flagged, but instead of exiting the program, AMOS will notice your "On Error" command and will jump to your procedure. After informing you of the error of your ways, the resume command will clear the error, the procedure will terminate and you will be returned to the loop.

However, this is not really a very nice way to deal with errors - it would be much better to terminate them before they ever occur. Consider this listing:

```
DO
    Input "Enter two numbers :a,b
    If b=0 then mistake
    Print a;" divided by "b;" gives
    :a/b
Loop
Procedure Mistake
    Print "You have tried to divide by
    zero"
    b=1
End Proc
```

No error messages are generated, because the error is prevented from occurring in the first place. Much nicer.



Degrader is a useful utility for solving those tricky backward compatibility problems.

(I know that I need a 1Mb Agnus). I want to be able to use the A570 CD-ROM drive without losing full software compatibility.

It is a rare piece of software nowadays that won't run with 1Mb of Chip but I take the point. Thankfully, Chris Hames, who is probably better known for PC-Task, has already solved this problem, and even better, he has released his efforts into the Public Domain.

The program you want is called *Degrader*, and it will enable you to downgrade your machine's configuration to the lowest of the low without ever having to unplug anything.

I'm not too sure of the best PD libraries in Australia, but if you have a modem you can contact Chris direct at:

bytey@werple.apana.org.au

Anyone else with the same difficulties in the UK can find *Degrader* at all the good PD libraries.

This doesn't mean that the "On Error" business isn't very useful. It can be very handy indeed when you are debugging your software. In certain circumstances, there are a number of errors which could potentially occur.

Each runtime error has a unique error number (those were the figures in brackets in last month's explanation of errors). There is an AMOS function which will give you the current error number, in case there are several potential errors which may occur.

In this case use the following statement:

```
x = ERRN
```

Which will give the variable *x* the value of the error, for you to do with what you will.

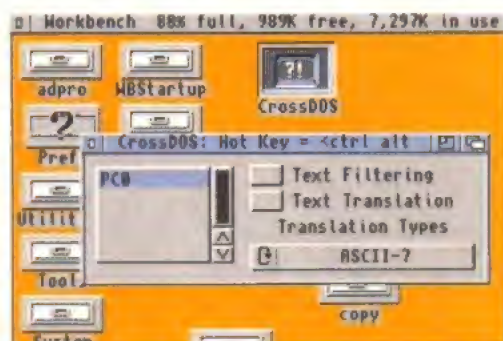
Now I have some good news and then some bad news. The bad news is that this is the last regular AMOS answers. The sad thing is that so many of you are getting on quite well enough without AMOS that we just aren't getting many questions any more. You can still send your AMOS questions to the Workbench pages, but you will have to track down the answers in amongst queries about printer drivers and hard drives I'm afraid.

The good news? I scored 490 million on the Twilight Zone pinball machine yesterday lunchtime.

PC LINK UP

From: Darren Horner, Newcastle upon Tyne
My father owns a PC equipped with a hard drive. Would it be possible to use a program such as *CrossDos* to copy my Amiga software on to this drive? How would it be possible to access the software from the Amiga? What software would I need and how much would it cost?

You could copy your Amiga software on to the PC hard drive, but accessing the software would be a problem. If you had two Amigas you could simply use Parnet and cable the parallel ports together. However, to successfully network your Amiga to a PC, you will probably need some Novell netware and a couple of Ethernet cards - in other words it is far more expensive than buying a 100Mb hard drive for your present Amiga. Unless of course, anyone else knows better?



CrossDOS enables the Amiga to treat PC disks as if they were almost normal.

REEL TO REEL

From: Adrian Bernascone,
Shoreham-By-Sea, West Sussex

I am having problems with my A1200. I am trying to install the game *Wings* on to my A1200 hard drive, but when I run the disk installation program I keep getting the following error message:

"RAM:T already exists Reel2:c/makedir failed return code 20".

The game itself seems to work perfectly when loading from disk.

You have nothing to worry about - it's just a case of a badly written installer. All you should need to do is delete the offending directory, which is automatically set up under WB2.0 and over. Enter the CLI and type the following:

```
ASSIGN T: RAM:  
DELETE RAM:T ALL
```

Then you can exit the CLI and run the install program as usual. I don't have a copy of *Wings* to test this on, so do let me know if you have any more problems.

INCLUDES NOT INCLUDED

From: Darren F, Suffolk
I recently purchased a PD 'C' compiler for my A1200, hoping to get into some serious coding. But I can't use the software fully because I need the Include files. What are these files, where can I get them, why weren't they included...(excessive ranting edited out)... as standard?

The Includes are a set of system specific routines which perform certain functions. For example, the STDIO Include handles standard input and out-

put, such as printing characters on the screen. When this Include is used in conjunction with a 'C' program, the main code does not need to know how the Amiga handles its output to the screen, because the Include takes care of it.

This helps make the 'C' language very transportable (for example a simple C program written on the PC should work equally well on an Amiga, a Mac, a Sparc or anything) and also means that each different platform has to have its own library of Include files.

Commodore undertook the laborious task of writing these Include files, when they were creating the operating system (or more precisely Metacomco) and so they don't want to just give them away. If you were to buy a commercial package, such as SAS/C, you would get the Include files, but only because the company that produced that version had paid a licensing fee.

If you want the set for your machine, you must buy them from Commodore. If you send a cheque for £25 to Commodore Software Support, Commodore House, The Switchback, Gardner Road, Maidenhead, Berks. SL6 7XA, along with details about your model of Amiga (there are different versions for 1.3, 2.0, 3.0 machines), they will send you back an Includes pack.

NO PAL OF MINE

From: Rodger Wyber, Bickleigh
I have had my Amiga for about six months and I am experiencing some problems. I had an Atari 1040 before and used a Canon BJ10ex with it, which I now use on my A1200. The problems I have are:

1. When I print it takes about five or six minutes for a single page of text. It seems fine on *DPaint*, but too slow with *Pen Pal*.
2. The keypad is set on American. How do I change it?
3. What equipment will I need to sample and sequence on my Amiga?
4. What happened to all the A1200 games that were promised?

OK, there is some diversity there. I'm glad you have upgraded from an ST. Let's see if I can answer your queries:

1. Throw *Pen Pal* away. There is nothing wrong with your printer or your computer, just the programmers who wrote *Pen Pal*. Get yourself a copy of *Wordworth* or *Final Copy*.
2. Open up your devs: drawer on Workbench. One of the drawers in this is called Keypads. Open this and look for file called gb. If it isn't there, then you will need to copy it from the Storage floppy into this drawer.
3. You will need a MIDI interface and a sampler.

Continued overleaf



The keymaps can be found in the relevant DEVs: drawer, but check your Input preferences too.

The AMAS unit from Microdeal is a combined sampler and MIDI interface and represents good value for money.

4. We are expecting to see plenty more A1200 games in the not too distant future.

SWITCHER SNITCHER

From: Abul Chowdhury, Luton

I am a student taking GCSE Technology. As part of my course I have to produce a project which will count for half of the total marks.

I want to make a mouse switcher device which will work with analogue joysticks too. I know there are similar devices available (like the Roboshift), but I am unable to get any information on it. Also, I don't know much about analogue to digital converters. Can you help?

You wouldn't believe how many letters I get from people wanting me to do their technology projects for them. If I sorted out every one I'd have GCSEs, HNDs and who knows what else to my credit. I know that it can be difficult, though, so I'll point you in the right direction.

For this project, you don't need to know about Analogue to Digital converters (or ADCs). If you convert the analogue signals from the joystick to digital ones, it will just behave like a normal joystick again.

Your project should consist of two parts. First you need to create a circuit which will sense when a button is pressed on either device. This could be a fairly simple transistor circuit.

Secondly, the output from this will need to control a relay or solid state switch component which will actually switch between the two sets of inputs. However, you will have to supply a through voltage to both units, otherwise you will switch them off and won't be able to test if the buttons are being pressed.

Buy a Maplins catalogue. There are lots of great chips in there. Buy one of those Tandy Engineer's Notebooks for transistor circuits too.

VIRUS WORRIES

From: Christopher Light, East Sussex

I have come across a new version of the *Liberator* virus. It performs the following undesirable operations on a hard disk booting system:

1. Disables *Virus Checker*, including v 6.30.
2. Writes a small file called .fastdir to the root directory.
3. Writes itself to the C directory as Pvr (not Pvl as stated in some *VChecker* docs).
4. Inserts a line into the startup sequence which reads "br Pvr".
5. Writes itself to any writable, bootable disk inserted in any drive.
6. From time to time it alters the protection bits on every file on a floppy, so that only the archive bit is set and all other bits are off. This makes it a bit difficult to use the disk.
7. It slowly launches background tasks which appear to do nothing but eat memory and processor time.
8. If you run a program which examines tasks in operation, *Liberator* instantly switches all tasks off, preventing you from seeing what is going on.

It can be destroyed by booting from a write-protected floppy containing *Virus Checker* 6.30 and using the Link/File Scan option. Having *Virus Checker* running from your hard-drive bootup sequence will not save you. The virus came from a PD library, and I would just like to thank them for something I could have done without.

In depth explanation LIBRARIES AND DEVICES

1 The Libs directory is a system directory contained on your Workbench disk and on many other bootable disks. Its purpose is to store library files. A library is a set of programming routines that are frequently used. Instead of having to code them into each program, they are compiled into one file. Some libraries are actually part of the Amiga ROM, but many are to be found on your Workbench disk.

2 Some libraries are used by programmers to avoid unnecessary work (and who can blame them). Libraries such as ARP (Amiga Resource Project) provide an easy way to integrate things such as file requesters into programs, without having to mess about too much with window structures. This has the added advantage that if everybody uses them, all software becomes similar, and therefore easier to get into.

3 The bad thing about libraries is that it means some programs won't run on their own, they need the relevant library to be present in the lib: directory of your boot up disk. This is not too disadvantageous in the case of libraries supplied with Workbench, but can cause some confusion if the library is a Public Domain one, because they will have to be copied along with the programs when installing software on different disks.

4 Currently the most popular libraries in use are the decrunch.library and explode.library, which are used with compression utilities like DiskMasher and other applications. If you do not have the correct library installed, the utility will not work.

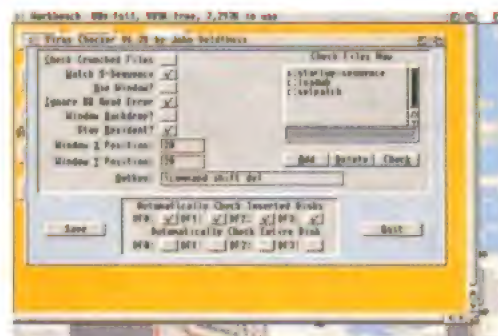
5 Libraries are quite often updated. They are usually backwardly compatible, but occasionally software will not work with a newer version of the library under some operating system. For example, Diskmasher will not work on an A600 with version 6 of the explode library, but it will work fine with version 4.4. It is impossible to install two versions of the same library at the same time.

6 One of the later additions to the range of libraries is the asl.library, which is included in Workbench 2. This is Commodore's answer to the Arp.library and is indeed, very much better.

7 The devs: directory is home to device files. These are very similar to libraries, but are usually concerned with the control of hardware (although some hardware is controlled by libraries, like the Retina graphics card). It is also home to all your keymaps, monitor drivers and printer drivers.

8 Devices are usually mounted, and this is where you will find the "mountlist" file too, a list which tells AmigaDOS how the devices work and in what way to access them. This has been largely superseded in Workbench 3, because devices are mounted directly one at a time from their own lists.

9 Another new drawer in Workbench 3 is datatypes. These are definitions of filetypes which allow the MultiView program to play or display them.



Virus Checker may not be perfect against some newer forms of viruses.

Thank you for that information, it is not a virus I have come across yet, but I'm sure a reader will try to supply me with one in some way or another.

MORE STUDENTS

From: Jason Newstead, Derby.

I have just bought an A1200 and I need some questions answered please:

1. I am doing a Computer Studies course at college and I have to use TurboPascal. I have seen HiSoft Pascal for the Amiga, is this compatible?
2. Do you think it is worth staying at college doing computer studies or should I teach myself how to program?

3. When Commodore produced the A1200 they gave it 32-bit power, an AGA chipset and a keypad, why did they leave out the MIDI interface?

4. How much does a programmer earn?

OK then, here we go:

1. No, not entirely. It depends very much on the exact version of *HiSoft Pascal* you are using. You will be able to carry out most functions, but some of the advanced features of *TurboPascal* are not compatible with *HiSoft Pascal*.
2. It probably is. A lot of famous influential people like, myself and Sir Clive Sinclair never got any form of certificate in computing (unless you count O-Levels) and look how we turned out! Best stick at it. If nothing else it gives you time to play about with equipment you would never be able to afford.
3. Because they are shortsighted? The official reason is that it would add a couple of quid on to the price of the machine for something that only a fraction of users actually want.
4. It depends. If you had written *Microsoft Windows* then you would be very rich. If you had written Archer Maclean's *Snooker* then you would be able to keep a couple of expensive cars on the road. It depends on how good you are, but you can make a living from it.

That is all we have room for this month. Keep your letters coming.

GVP

AMIGA

500 OWNERS
POWER UP!

Power up your A500 with the very best in Amiga peripherals. Give your computer a new lease of life with a hard drive or accelerator plus hard drive from GVP.

These powerful, award-winning products plug neatly into your A500 or A500PLUS, giving you more storage and more speed. The improvements don't stop there! In almost every area of Amiga operations these GVP peripherals can enhance the performance of your A500 or A500PLUS. Both models can upgrade your Amiga's RAM, making operations run even faster. You can add a PC emulator, (featured below left), which enables you to run thousands of PC software titles. Further hard drives, back-up systems and CD-ROM drives can also be added via the built-in SCSI interface. The list is endless, GVP's HD8+ and A530 are the undisputed premier Amiga peripherals available.

If you were thinking about upgrading to an A1200 or A4000, think again. With a GVP A530 Accelerator upgrade, your A500 will be 14 times faster than a normal A500, almost nine times faster than an A1200 and over one and a half times faster than the mighty A4000 030 (see chart below).

AT NEW LOW PRICES!

NEW

LOW

PRICES

SAVE
UP TO
£100

PICTURE SHOWS GVP HD8+. THE A530 FEATURES SIMILAR DESIGNER STYLING



PC EMULATOR

FOR USE WITH HD8+ or A530

For extra power and flexibility you can also use GVP's custom expansion slot (mini slot) to fit a GVP PC emulator. This compact circuit board turns your Amiga 500 into a fully featured PC compatible computer, capable of running thousands of PC software titles, including Windows and MS-DOS 6.

- 80286 16MHz processor
- Norton SI index of 15
- Compatible with MS-DOS version 3.2 or later
- Windows 3.x compatible
- Includes 512K of FAST RAM
- Built-in video adaptor emulates VGA/EGA (mono), and Hercules
- Socket for optional 80287 co-processor
- Hard drive compatible
- Emulation support of Parallel and Serial ports, sound, realtime clock, CMOS RAM and extended memory

PC EMULATOR

£99

INC VAT - EMU 0500

MORE STORAGE

HARD DRIVES +
RAM EXPANSION

A GVP HD8+ Hard Drive will have an immediate effect on your Amiga. Where you used to constantly swap disks, wait for files and programs to load and sit around waiting for disk accesses, you will now be pushed to keep up with the speed of your Amiga. Hard drives are used for the same storage purposes as floppy disks, but can hold a great deal more information and access this data much more quickly.

The A500 HD8+ (pictured above) provides the ultimate in hard drive performance, it can also increase the memory of your Amiga by up to 8Mb, support up to six SCSI devices and provide PC compatible emulation via its custom expansion slot (mini slot) see left.

COMPARISON CHART

FEATURES/MODEL	GVP HD8+	ICD TRIFECTA LX	COMMODORE A590 20mb	EVESHAM REFERENCE 100
*TRANSFER RATE: Kb per second	1066	1028	564	400
GVP DESIGNER STYLING	✓	-	-	-
RAM EXPANSION(MAX)	8Mb	8Mb	2Mb	4Mb
MINI SLOT (FOR FUTURE EXPANSION)	✓	✓	-	-
SCSI INTERFACE	✓	✓	✓	✓
GVP PERFORMANCE FASTEST ROM	✓	-	-	-
DEDICATED POWER SUPPLY	✓	-	✓	-
PRICES FROM	£199	£295	£159	£329

* Figures taken from Amiga Computing, October 1993

"... the undisputed fastest Amiga hard drive available in the world."

Computer Mart April '92

"Without doubt the best hard drive available for the A500 ..."

Amiga Format April '93



HD8+ 42Mb HD 0Mb RAM
PREVIOUS PRICE £249
£199
INC VAT - HAR 0840

HD8+ 80Mb HD, 0Mb RAM HD8+ 120Mb HD, 0Mb RAM
PREVIOUS PRICE £349 PREVIOUS PRICE £499
£299 **£399**
INC VAT - HAR 0888 INC VAT - HAR 0882

MORE SPEED

GVP
A53040MHz ACCELERATOR +
HARD DRIVE + RAM EXPANSION

The GVP A530 is a unique combination of a Hard Drive, RAM upgrade and an Accelerator. Inside is a full Motorola 68030EC processor running at 40MHz, making your A500 faster than you thought possible - almost nine times faster than an A1200. And, fitting a PGA maths co-processor (40MHz 68882, ref: UPG 1982, £129 inc VAT) can improve this still further, with some operations being 300 times faster than an A500. In addition you can add up to 8Mb of 32-bit RAM, which further enhances performance.

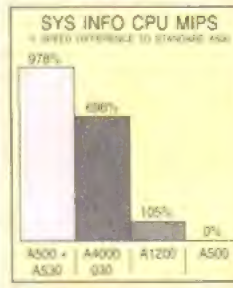
FASTER THAN AN A1200 or A4000 030

An A500 with the GVP A530 fitted will be considerably faster than either the A1200 or A4000. This is possible because the A530 uses a 40MHz 68030EC processor, whilst the A1200 uses the slower 14.19MHz 68020EC processor and the A4000-030 uses the 25MHz 68030EC processor.

Features include:

- 40MHz 68030EC Processor (the A1200 has a slower 14MHz 68020EC processor)
- Up to 8Mb of 32-bit Memory, 1Mb of 32-bit Fitted
- PLUS Same Features as HD8+
 - Mini-slot for Future Expansions, see PC Emulator - far left
 - Cut Off Switch for Game Compatibility
 - Dedicated Power Supply and Fan Unlike Many Competitors
 - Factory Installed Hard Disk
 - High Speed DMA SCSI Controller - Can Handle 7 Devices

"I liked the A530 so much that I bought one"
CU-Amiga October '92 - 97%



FAST RAM
GVP's A530 includes 2 32MB sockets for 32-bit RAM installation. One socket already contains 1Mb RAM. Options are 2 x 1Mb cards, 1 or 2 x 4Mb cards offering 2Mb, 4Mb or 8Mb of RAM.

1Mb RAM - £69 4Mb RAM - £179
INC VAT - RAM 3218 INC VAT - RAM 3246

A530 40MHz 68030EC, 42Mb HD, 1Mb RAM
PREVIOUS PRICE £499
£399
INC VAT - HAR 0962

40MHz, 80Mb HD, 1Mb RAM 40MHz, 120Mb HD, 1Mb RAM
PREVIOUS PRICE £599 PREVIOUS PRICE £699
£499 **£599**
INC VAT - HAR 0968 INC VAT - HAR 0962

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND



SILICA - THE AMIGA SPECIALISTS

Before you decide when to buy your Amiga peripherals, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after buying them, when you may require help and advice with your new purchase. And, will the company you buy from contact you with details of new products?

At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can now meet our customers' requirements, with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- **COMMODORE APPROVED UPGRADES**
Official Hard Drive upgrades with 1CL on-site warranty.
- **FREE OVERNIGHT DELIVERY**
On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE**
A team of Amiga technical experts will be at your service.
- **PRICE MATCH**
We match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 15 YEARS**
We have a proven track record in professional computer sales.
- **PART OF A £60M A YEAR COMPANY**
With over 200 staff - We are solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT**
Volume discounts are available. Tel: 081-309 0888.

SILICA

HOT LINE 081-309 1111

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-8.00pm Fax: 081-309 0808
LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm Fax: 071-323 4737
LONDON SHOP: Selfridges (Basement Area), Oxford Street, London, W1A 1AB Tel: 071-629 1234
Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm Extension 2514
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-8.00pm Late Night: Friday - 7pm Fax: 081-309 0317
ESSEX SHOP: Keddes (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA Tel: 0702 468039
Opening Hours: Mon-Fri 9.00am-8.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm Fax: 0702 468039
IPSWICH SHOP: Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH Tel: 0473 221313
Opening Hours: Mon-Fri 9.30am-8.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm Fax: 0473 221313

To: Silica, AMFOR-1293-120, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A GVP COLOUR BROCHURE

Mr/Ms/Ms: Initials: Surname

Company Name (if applicable):

Address:

Postcode:

Tel (Home)

Tel (Work)

Which computer(s), if any, do you own? 120A

microCENTRE

computers

SALES 0302 326073
HOTLINES 0924 201953

A1200

	STANDALONE	DESKTOP DYNAMITE
NO HDD	£279.99	£339.99
64Mb 2 $\frac{1}{2}$ "	£429.99	£479.99
85Mb 2 $\frac{1}{2}$ "	£479.99	£529.99
127Mb 2 $\frac{1}{2}$ "		£559.99
170Mb 3 $\frac{1}{2}$ "	£524.99	£559.99
209Mb 2 $\frac{1}{2}$ "		£629.99
210Mb 3 $\frac{1}{2}$ "	£549.99	£589.99
250Mb 3 $\frac{1}{2}$ "	£579.99	£619.99
340Mb 3 $\frac{1}{2}$ "	£609.99	£654.99

3 $\frac{1}{2}$ HARD DRIVES

85Mb	£199.99	210Mb	£269.99
170Mb	£229.99	250Mb	£319.99
340Mb			£349.99

HP PRINTERS

DJ 310	£234.99
DJ 510	£259.99
DJ 550C	£529.99

CITIZEN PRINTERS

12 OD	£129.99	SWIFT 240	£234.99
SWIFT 90		SWIFT 240C	£249.99
SWIFT 90C	£179.99	COLOUR KIT	£39.99
SWIFT 200	£199.99	STAND	£29.99

MEMORY UPGRADES

			0Mb	2Mb	4Mb	8Mb
Microbotics						
FPU						
MBX	68881	14 $\frac{1}{2}$ MHz	119.99	199.99	299.99	499.99
MBX	68881	25MHz	134.99	219.99	314.99	514.99
Accelerators						
MBX 1"	1230XA	40MHz	249.99	329.99	429.99	629.99
MBX	M1230XA	50MHz	359.99	444.99	539.99	739.99

OVER DRIVE

130 MB.....	£269.99
170 MB.....	£309.99

NEW FROM SOFTWARE DEMON

200MB.....	£319.99
250MB.....	£349.99

MICROCENTRE

20a Westmorland Street Wakefield
 West Yorkshire WF1 1PJ

20 Cleveland Street Doncaster
 South Yorkshire DN1 3ES

ORDERING DETAILS

Phone your order on one of our sales
 lines first to ensure a quick service.
 Payment by credit card or cheque
 or postal order.
 Call at our Doncaster store for fitting
 while you wait - call first.

Pick up and delivery \$10
 Fitting \$19
 Allow 7 working days for
 delivery

BLITZ BASIC

This month Simon Armstrong, Blitz's originator himself, explains a bit more about linked lists and outlines how to create a simple desktop application in Blitz Basic 2.



A LITTLE BLACK BOOK

This month we take a break from the *IsoBlaster* project and develop a small database utility in *Blitz2*. Once again handling Window Events, NewTypes and LinkedLists are the tricky bits to an otherwise simple program.

Blitz 2 can be used to program software without a grip of these less than simple topics – but then again, there are perfectly good computers designed in the 70s for programming no-frills BASIC code. The Amiga also has various languages available for the simpler programs in life, and in true honest Kiwi

This month's task is to create a simple address book type database program. If you want to use it to store phone numbers of your many girl (or boy) friends, then fair enough.



style I have no problems recommending these products to virgin programmers.

Which leads us to the requirements of the less than virgin among us, and this month it's time to get our little black book in working order to keep track of our sultry amatory conquests. Rolladex style...

YOU FIEND!

The first five lines of the program, as usual, require 90 per cent of the explanation. The problem is we have eight lines to store the details of each con-

IMPORTANT NOTE

Those with their keyboards set to an English keymap will have found it difficult, if not near impossible, to achieve the backward apostrophe used in the Macro definitions of the *IsoBlaster* listings.

After much fooling about I found that with an English keymap set (which I don't use in NZ) the Alt-Apostrophe combination achieves the correct symbol (apostrophe being above the TAB key), whereas the US keymap does not require the Alt key to be depressed but has the backward apostrophe where the UK have their forward one. Verdammt!

Under Workbench 3, you can easily change to the US keymap or the GB keymap using the *Input* program in the Preferences drawer on the Workbench disk.

quest. We then need space for, hmmm, I suppose 5,000 such records. This number is calculated from an average of five entries a day for the next three years (we're talking true Rock Star status here).

In standard BASIC we would just dimension a two-dimensional array of strings, simple as that. Although some languages will want to know how long each string is going to be before the day of entry (sworded talk here) and subsequently set aside some 5000*8*128 bytes of memory (this software would require a minimum of 5Mb to run???) . *Blitz 2* isn't one of them – that's for sure!

Anyway, we'll want to add, delete, search and generally have control over our information and hence it's time to bring out the linked lists.

Dim List u.fiend(5000)

A .fiend is simply a variable that can store eight strings: we can either refer to this as a 'record' in our database or, in *Blitz 2* talk, an 'item' in our list. Dimensioning a list of .fiends means that we now have the ability to add,

Continued overleaf

MY LITTLE BLACK BOOK V0.0 BY SIMON ARMSTRONG

```
NEWTYPE .fiend
    t$(8) ;each record can have 8 lines (0..7)
End NEWTYPE

Dim List u.fiend(5000) ;5000 max entries

Dim *ptr.fiend(10) ;pointers for multi column printing

MaxLen p$=160:MaxLen t$=64 ;file requester variables

FindScreen 0 ;use workbench
Gosub setupwindow
Gosub newfiend
col=2
wid=42
hi=9
Gosub printset

Repeat
    ev.l=WaitEvent
    If ev=$40 Then gh=GadgetHit Else gh=-1
    Select gh
        Case 0:Gosub newfiend
        Case 1:Gosub deletefiend
        Case 2:Gosub lastfiend
        Case 3:Gosub nextfiend
        Case 4:test=0:Gosub doprintout
        Case 5:Gosub doload
        Case 6:Gosub dosave
        Case 20:Gosub search
        Case 21:Gosub nxsearch
```

```
Case 30:col=Val(StringText$(0,30)):Gosub printset
Case 31:wid=Val(StringText$(0,31)):Gosub printset
Case 32:hi=Val(StringText$(0,32)):Gosub printset
Case 33:test=1:Gosub doprintout

End Select
If gh>9 AND gh Then i=gh-10:Gosub updatefield
Until ev=$200
End

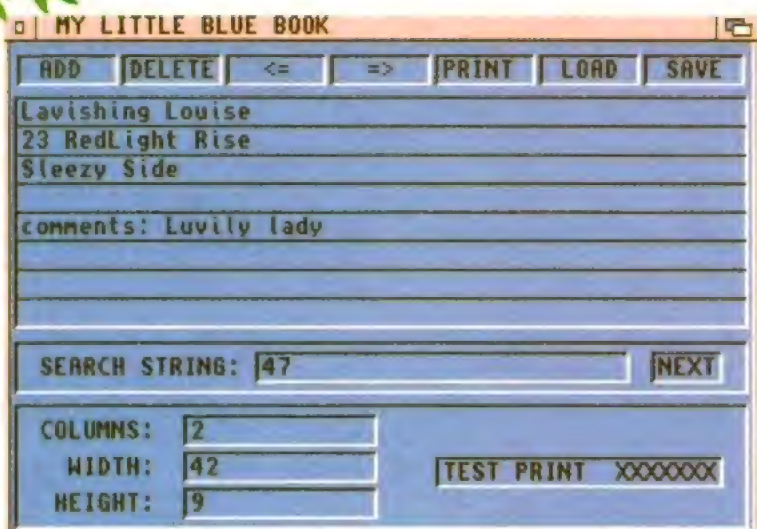
.printset
    SetString 0,30,Str$(col):Redraw 0,30 ;update string gadgets
    SetString 0,31,Str$(wid):Redraw 0,31 ;for label printing
    SetString 0,32,Str$(hi):Redraw 0,32 ;controls
    Return

.search
    srch$=UCase$(StringText$(0,20)) ;get search string
    ResetList u() ;start from scratch
.nxsearch
    While NextItem(u()) ;loop through looking
        For i=0 To 7
            If Instr(UCase$(u())t(i),srch$) Then Pop For:Goto drawfiend
        Next
    Wend
    Return

.nextfiend
    If NOT NextItem(u()) Then FirstItem u() ;roll around
    Gosub drawfiend:Return

.lastfiend
    If NOT PrevItem(u()) Then LastItem u()
```

Continued overleaf



Both stylish and practical, the *Blitz Address Book* is the ideal accessory for any Amiga about town. It's simple to program, simple to use and comes in five fruity flavours.

delete and move through these items with single *Blitz 2* commands. The list processing commands I use in the listing are as follows:

- NextItem** - move to the next record in the system
- PrevItem** - move to the previous record in the system
- FirstItem** - move to the first record
- LastItem** - move to the last record
- ResetList** - move to previous of first item (virgin status?)
- ClearList** - get married and burn all records
- KillItem** - discard from memory all evidence of that particular conquest
- AddItem** - insert a new record into the system

These commands can also return a fail value if, for example, there was not a next item to go to. Using this feature we can write code like:

```
If NOT NextItem(u()) Then FirstItem u()
```

This translates to "go to the next entry, but if we have come to the last entry in the list then we'd better go back to the first one". I won't bother translating this any further using our black book analogy...

```
Gosub drawfiend
Return

.deletefiend
KillItem u() ;if last item
If NOT NextItem(u()) ;create a blank one
    If NOT FirstItem(u()) Then Gosub newfiend
EndIf
Gosub drawfiend
Return

.newfiend
If AddItem(u())
    u()\t[0]="**NEW**";Gosub drawfiend
EndIf
Return

.updatefiend
u()\t[i]=StringText$(0,10+i)
If i
Then ActivateString 0,10+i+1
Return

.drawfiend
For i=0 To 7
    SetString 0,10+i,u()\t[i]
    Redraw 0,10+i
Next
ResetString 0,10
ActivateString 0,10;
Return

.doload
f$=FileRequest$("LOAD FILE",p$,f$) ;read file from disk
```

THAT'S SQUARE

Now that we have some grip on how to move from one record to the next and have commands to delete and add records, we need to access the eight lines of lurid detail that each record hopefully holds.

OK, so *Blitz 2* starts to look a bit strange with a line of code such as:
u()\t[i]=StringText\$(0,10+i)

First up u() is our current record, it's also a good example of why not to use single variable names for important variables such as lists! However I liked the u.fiend definition at the start, so stuff the etiquette. As u() is the current field then u()\t[i] references the i'th line of text.

If we go back to the .fiend variable type, instead of defining the eight lines of text as line1\$, line2\$ and so forth, we define an internal array of eight text strings. As this array is inside the NewType, or record, we have to use square brackets instead of the usual rounded ones.

This is probably about the time where I need to slow down, and repeat the previous bit in a more easy to understand fashion. We have a record in our program that stores eight lines of text – in *Blitz2* talk that is a NewType that consists of eight strings. We could define the NewType as:

```
NewType .fiend
a$:b$:c$:d$:e$
End NewType
```

However, as we want to loop through the eight lines using For..Next loops in several parts of the program we use an internal array which looks like:

```
NewType .fiend
t$(8)
End NewType
```

When it comes to copying the contents of a record to the eight string gadgets we have on our user interface, we use the following code:

```
For i=0 To 7 : SetString 0,10+i,u()\t[i]:Redraw 0,10+i:Next
```

The SetString copies the text from the record into the gadget, and the Redraw then updates the gadget display on the screen.

FILE IT, MISS DAISY

The doload and dosave routines are responsible for transferring our information to and from disk. Using the standard *Blitz 2* file requester we can open the user-appointed file and either print all the info out to disk or read it in using Edit\$ (*Blitz 2*'s input command). To redirect Print and Edit\$ we use the commands FileInput and FileOutput.

To read the records from disk we first clear out the list. Then with FileInput, we loop until we reach the end of file (using the EOF() function)

```
If ReadFile(0,f$) ;works with any text file
    ClearList u()
    FileInput 0
    i=0 ;separated by blank lines
    While NOT EOF(0)
        a$=Edit$(128)
        If i=0 AND a$Then AddItem u()
        If a$
            u()\t[i]=a$
            If i
                Then i+1 Else i=0
            Else
                i=0
            EndIf
        Wend
        CloseFile 0
    EndIf
    Gosub drawfiend
Return

.dosave
f$=FileRequest$("SAVE FILE",p$,f$) ;write data to disk
If WriteFile(0,f$)
    FileOutput 0
    ResetList u()
    While NextItem(u())
        For i=0 To 7
            NPrint u()\t[i]
        Next
    Wend
    CloseFile 0
EndIf
Return
```


Happy as a pig in muck: soon you will have created your own database and be filing like mad!



reading the text stored in the file into our u.friend list. All pretty straightforward so far. Next, to write the records we open the file using WriteFile, and with FileOutput we Print the information directly to the file just as if we were dumping it on to the screen.

Here's a list of the commands we use for file transfer:

ReadFile (channel#,filename\$) - open the file for input
WriteFile (channel#,filename\$) - open the file for output
FileInput channel# - input to come from the file (as opposed to a Window)
FileOutput channel# - redirect output (such as Print) to the file
CloseFile channel# - don't forget this command after finishing IO

TO ALL THE GIRLS I'VE LOVED...

The other feature which is probably the most useful is the ability to print the information to hard copy. By using "PRT:" as a filename we can redirect all the print commands to go to our printer just as we would save the informa-

tion to disk. However I've taken this one step further and added a special formatting system so you can print out mailing labels, which is probably straining our little black book analogy a little too far! Anyway, the fanfold labels I'm using at present to do my mail-outs are two columns wide and nine lines between each one, so that's the default.

However as stickers come in all shapes and sizes (don't we all) I've added both some label config data to the UI and a TestPrint option that will print two lines of labels of X's so you can get the tractor feed lined up and ready before printing out the thousands of names you have painstakingly entered.

Ouch! And that's enough tragic puns for this month. Will be back next month with a playable version of *IsoBlaster*. Hopefully we'll be organised enough to include the graphics on the Coverdisk to accompany the tutorial! Note: the shapes I used to build the iso-pattern featured in the screenshot last month are on this month's Coverdisk (for once I am not to blame).

WHOOOPS! NEW BLITZ LISTINGS

A couple of errors crept into November's *Blitz Basic* listings. These can swiftly be put right as follows:

MONSTA'S IN THE DUNGEON

In the subroutine labelled *.yourmove*, the following lines were wrong:

```
Case "U":If map(myx,myy-1) Then myy-1:up
Case "D":If map(myx,myy+1) Then myy+1:down
Case "L":If map(myx-1,myy) Then myx-1:left
Case "R":If map(myx+1,myy) Then myx+1:right
```

They should read:

```
Case "U":If map(myx,myy-1)=0 Then myy-1:up
Case "D":If map(myx,myy+1)=0 Then myy+1:down
Case "L":If map(myx-1,myy)=0 Then myx-1:left
Case "R":If map(myx+1,myy)=0 Then myx+1:right
```

In the *Dungeon Editor* program, the line two thirds of the way down the first column which reads:

```
If GadgetHit
```

Should read:

```
If GadgetHit <2
```

Our apologies for any inconvenience this may have caused.

```
.setupwindow
Restore gads
For i=0 To 6
  Read a$
  a$=Centre$(a$,6)
  TextGadget 0,8+i*58,16,0,i,a$
Next
For i=0 To 7
  StringGadget 0,6,32+i*11,0,10+i,128,400
Next
StringGadget 0,140,130,0,20,32,200
TextGadget 0,360,130,0,21,"NEXT"
For i=0 To 2
  StringGadget 0,100,154+i*14,0,30+i,64,100
Next
TextGadget 0,240,170,0,33,"TEST PRINT XXXXXX"
Window 0,50,0,420,200,$100e,"MY LITTLE BLUE BOOK",1,2,0
WLocate 16,121
Print "SEARCH STRING:"
GadgetBorder 10,128,400,16
WLocate 16,145
Print "COLUMNS:"
WLocate 16,159
Print "WIDTH:"
WLocate 16,173
Print "HEIGHT:"
GadgetBorder 10,152,400,44
Return

gads:Data$ "ADD",DELETE,,"PRINT",LOAD,SAVE

.doprintout
If WriteFile(0,"prt:")
  FileOutput 0 ;output to printer
```

```
If test=0 ;if not test mode
ResetList u()
While NextItem(u()) ;set up pointers for next n fields
  ptr(1)=u()
  For i=2 To col
    If NextItem(u()) Then ptr(i)=u()
  Next
  For j=0 To hi-1 ;then using pointers print stickers
    If j
      For i=1 To co
        Print LSet$(ptr(i),t[j],wid)
      Next
    EndIf
    NPrint ""
  Next
Wend
Else
  For k=1 To 2 ;test run of colx2 stickers
    For j=0 To hi-1
      If j
        For i=1 To col
          Print String$("X",wid-2)," "
        Next
      EndIf
      NPrint ""
    Next
  Next
EndIf
CloseFile 0
EndIf
Return
```

End of listing 45

Another great offer from a manufacturer you can trust



CAX 354
DISK DRIVE
£49.95*

**Price includes VAT and delivery*

- **High quality**
- **Renowned and proven reliability**
- **Styled plastic case**
- **Low power consumption**
- **Throughport facility for addition of further drives**
- **Suits any Amiga**

Order with Confidence

- ✓ **All Cumana products carry our 30 day money back guarantee**
- ✓ **All products carry our 12 month warranty**
- ✓ **All inclusive price**

Cumana reserve the right to increase the price at any time. This offer is subject to availability.

NAME _____ ADDRESS _____

POSTCODE _____ TELEPHONE NO. _____

I would like to order CAX354 Disk Drive(s) at £49.95 each

Please debit my ACCESS/VISA card (please delete);

Number _____ Expiry date of card ____ / ____

Signature _____

Cheques should be made payable to Cumana Limited.
Orders may be placed by telephone - 0483 503121, or by fax -
0483 451371, or sent to - Cumana CAX 354 Offer,
Pines Trading Estate, Broad Street, Guildford, Surrey GU3 3BH.



**Manufacturers of
quality products
since 1979**

BLITZ
BASIC



GET TOTALLY BLITZED FOR ONLY £49.95

SAVE
£20.00



IT'S BASIC
a fully structured
new-generation BASIC

IT'S FAST
faster compiling,
faster code,
faster development

IT'S FLEXIBLE
new commands
released regularly,
or add your own

IT'S GOT
everything from C
structures to inline
assemblers

IT'S HEAVY
nearly 2Kg of pure
power for your Amiga

THIS IS WHAT YOU WANT...

- A huge 320-page A4 reference manual
- A separate user friendly user guide
- The first four issues of *Blitz User* magazine
- Five disks packed with extensions, games, examples and more
- A registration card which, should you choose to use it, will get you...
- A fifth issue of *Blitz User* magazine, and a sixth disk featuring over 30 new *Blitz* commands including AGA specific extensions
- All you need to create your own stand-alone programs

...THIS IS WHAT YOU GET!

From the beginner to the advanced Amiga programmer, *Blitz Basic 2* offers a new-generation environment tailored to the demands of creative minds everywhere.

Please send me my complete *Blitz Basic 2* advanced user pack.
I enclose £49.95 to cover the amazing bargain price of this offer.

Name

Address

Post Code

Phone Number

METHOD OF PAYMENT: (Tick as appropriate)

Cheque ☐ Postal Order ☐ Access ☐ Visa ☐
Card number expiry

Please make cheques and postal orders payable to Future Publishing Ltd.
Send this coupon and your payment to: *Blitz Basic 2* offer, *Amiga Format*,
Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB.

CODE AMF-BB2



NEW

AMIGA A600 & CONSOLE UNIT

Monitor console and keyboard unit • Second drive space • No hard drive restrictions • Power supply space • Keeps cables tidy • Non-magnetic

aluminium • High quality texture finish • Plenty of ventilation • Installed in minutes • Designed specifically for the A600 and A600HD
A REAL SPACE SAVER! - KEEPS EVERYTHING REALLY TIDY

Only £34.95 incl P&P



AMIGA A500 AND PLUS CONSOLE UNIT

Monitor console and keyboard unit • Second drive space • No hard drive restrictions • Power supply or modulator space • Keeps cables tidy • Non-magnetic aluminium • High quality texture finish • Plenty of ventilation • Installed in minutes • Designed specifically for the A500 and 500+ • Colour co-ordinated.

A real space saver! - Over 1,000 satisfied customers



NEW

A1200 CONSOLE UNIT

Monitor console and keyboard unit • Second drive space • Power supply space • Keeps cables tidy • Non-magnetic aluminium • High quality texture finish • Plenty of ventilation • Installed in minutes • Designed specifically for the A1200.

Only £37.50 incl P&P

European Distributors Wanted

KONTAX COMPUTERS

11a Waldeck House, Waldeck Road, Maidenhead SL6 8BR



0628 773212

Phone lines manned between 8.00am - 9pm (No ansaphone!)

ONE PIECE DUST COVER ALSO AVAILABLE - PLEASE CALL



POOLSWINNER

1993/4 THE POOLS PREDICTION PROGRAM WITH ARTIFICIAL INTELLIGENCE

Gold

- THE LEGENDARY POOLS PREDICTION AID, Poolswinner, now has artificial intelligence. The latest version of the program, Poolswinner Gold, has the power to learn from the results of its own predictions, constantly adjusting the prediction formula to improve performance.
- AUTOMATIC FIXTURE GENERATION: Fixtures for English and Scottish League matches are generated automatically by Poolswinner Gold (yearly updates are available from Selec).
- MASSIVE DATABASE: 22000 match database over 10 years.
- PREDICTS SCOREDRAWS, NO-SCORES, AWAYS and HOMES Predictions are based on many factors - recent form, the massive database, league standing, goal scoring rates, and draw averages. The user can adjust all parameters.
- SUCCESSFUL: Selec guarantee that Poolswinner performs significantly better than chance.
- LEAGUE AND NON-LEAGUE matches are covered. Can be used for the non-league and amateur matches often on the coupon.
- FULL LEAGUE TABLES (home & away) are automatically generated by the program as results come in.
- UPDATED WEEKLY: Poolswinner Gold is supplied fully updated with all league results from the start of the season.
- IMMEDIATE USE: No need for tiresome input of previous results. All results are already in the program - predictions can start immediately.
- PACKAGE CONTAINS disc, detailed operating manual and support literature.



£42.50

Also available from Selec ...

COURSEWINNER V4 £36.50

THE PUNTER'S COMPUTER PROGRAM. With artificial intelligence. Uses past form, going, distance, speed ratings, prize money etc. Contains British course statistics - best jockeys, trainers, draw effect etc. Detailed analysis of all runners in a race, with profit. Sophisticated aid to successful betting, with a long pedigree.



POOLS PERM PLUS £32.50

Perm analyser and checker, complete with 5 years of coupon results and popular perms for analysis. Checks your weekly entry for winning lines, or tests your theories on results over the last 5 years. Reveals all the weeks a bet would have won, and the probable dividend.

Formats available:

IBM (3 or 5), AMIGA, ATARI ST / Falcon

All programs are supplied on disc, packaged with detailed instruction manual, and support literature. Prices are inclusive of VAT & delivery

Send cheque / PO for return of post service to...

Selec Software (Est. 1984)

62 Altrincham Rd, Gatley, Cheshire SK8 4DP (send for full list of our software)

Tel 061-428-7425 Phone or FAX 24 hrs

ELECTRONIC DISTRIBUTION OF SOFTWARE

OVER 2000 GAMES

IN STOCK TODAY - FROM £2.99:

IN A HIGH STREET NEAR YOU

TOP TITLES... Go for Gold, Impossible Mission II, Crazy Cars II, Race Drivin, Phantasie III and Thousands More.

FOR... Amiga, C64, Spectrum, Atari ST, IBM/PC and Amstrad.

AVAILABLE NOW AT...



John Menzies

and leading computer retailers.



Phone **0782 566566** for your nearest High Street stockist

or write to: Software On Demand Ltd, Unit One, Rosevale Business Park, Newcastle Under Lyme ST5 7QT



BUILDING A CAR WITH IMAGINE

A step by step guide by Simon Armstrong from Acid Software

This is what you can achieve after designing some transfers in *DPaint* and mapping them on to the car with the *Attributes/Brush* requester.

STARTING A NEW PROJECT

STEP 1: Select **Project/New** from the *Imagine* screen and then enter a name in the file requester that appears.

STEP 2: Then select the **New** gadget below **Rendering Subproject** and enter a name.

STEP 3: After creating a subproject the **Parameters Requester** pops up. Select the **ScanLine** option and **ILBM-24bit FileFormat** if you are running AGA and have a suitable program for displaying 24-bit files in HAM8. Then select **OK**.

SETTING UP PREFERENCES

STEP 1: First of all, select the **Editor/Preferences** menu item.

STEP 2: If you don't want to use non-interlace (to stop the screen flickering) click on the **Lace** field and replace the **T** with **F**. Then save the preferences, quit out of *Imagine* and then run it again.

STEP 3: To make things easier, we can configure the **Detail Editor** where we will be designing our objects to have special user icons at the bottom of the screen. The following should be set up by selecting **User Gadgets** then **Detail** from the **Preference Screen**. Delete the existing definitions by clicking on them and deleting all the information in the boxes. Now for each gadget click on the <new> line and type in the three fields. Once you have finished select **Save** then **Use**.

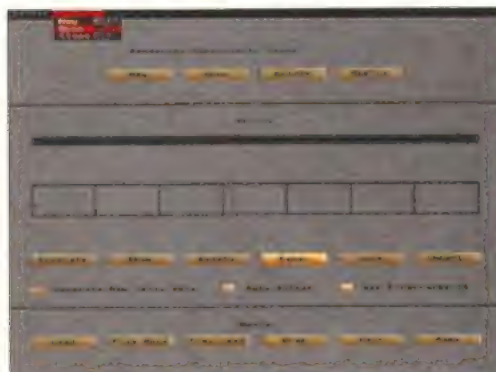
Group 410 Group
Pts 450 Points
Click 4E1 Click Select
Drag 4E2 Drag Select

Del 510 Delete
Prim 584 Add Primitive
Redraw 250 Redraw Screen
ZI 260 Zoom In
ZO 270 Zoom Out
Attr 390 Set Attributes

USING THE DETAIL EDITOR

Selecting **Detail Editor** from the main **Project Screen**'s menu will take you to *Imagine*'s **3D Object Editor**. If you have followed the last section correctly your new user gadgets will be placed along the bottom of the screen with the default gadgets.

This will save you from having to hunt through the 60 or more menu items for the few functions we will be using to design our first 3D model. You can set up these gadgets for virtually any function you can think of, but we will cover this in more detail in a future tutorial.



Setting up a new project will create a directory in which you can store all the files relating to the project.



This requester is used to set up the rendering mode, the aspect ratio and the file format of the final image.

1 MEG USERS

Due to unfortunate circumstances beyond our intelligence, there were a couple of errors which slipped into the Preference Setup boxout on last month's Coverdisk pages.

If you tried the Preference fixes only to be thwarted when trying to quickrender the image, please accept our apologies and make the following corrections.

The Quickrender preset should indeed be lores, but it should be "Lores" and not "LORES" in the preference listing. The second error is the output file format, which should remain unchanged as "RGBN-12 bit" or can be changed to "IFF" for a non-impulse format file.



Yup that's what you get if you follow the tutorial (minus the steering wheel which is a torus of some 100 radius with tube radius set at 15, I think.) You could even add a wood grain attribute if you're clever.

HINTS AND TIPS FOR IMAGINE

When starting from scratch always carefully plan the parts you will be creating to make up an object. Making use of the primitives and breaking down an object into its simplest parts can save hours of work.

To assign a colour attribute, click on the part, select Attributes, then click on Colour. After adjusting the RGB sliders select OK. Never assign attributes to a group because it will wipe out any attributes you have assigned to separate parts.

One of the most important things to remember when constructing an object is to get an idea of what detail can be left out. There isn't much point spending hours designing the perfect door handle if it is only going to be represented by one or two pixels in the final image. The more complex your images, the longer you will have to wait.

When grouping parts together, depress Shift and highlight the parent item first. Then select the rest of the parts and select Group from the Objects menu. The first part selected can then be selected whenever you want to perform operations on the complete group.

Before saving an object make sure it is completely highlighted. To completely highlight an object either select the "parent" part of a ready joined group (see above right) or use GroupSelect and with the Shift key depressed, select all the separate parts that make up the complete object, then select Save.

Add your most used functions to the Usergadget list via Preferences, so that you are not continuously searching through menus for common operations.

Unlike other Amiga programs, the Undo



The Attributes function should be used carefully when you are working with groups of objects.

option in *Imagine* can be depended on to take you back to before your last operation, don't forget about it!

To map an IFF brush on to a surface select the object to be mapped, select Attributes and click on Brush 1. Enter the brush name at the top of the requester then select EditAxis. The brush is represented by only a quarter of the square that represents the brush axis. Use Move, Rotate and Scale to position the quarter on to the exact area of object to be mapped. Care must be taken about the depth positioning of the axis, because the brush will not be mapped if the axis is too close or too far from the surface.

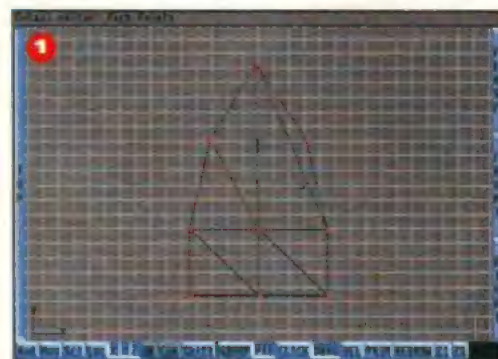
When rendering without a background, go to the Action Editor click on the Globals bar, and set the horizon RGB values to the background colour required.

CHASSIS

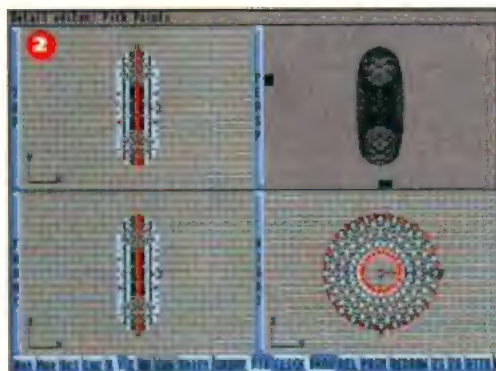
First up we need a chassis for our kart to keep everything else in perspective. Click on the **Prim** button (**Add Primitive**) and select **Plane**. Enter **2** for both horizontal and vertical sections and then **OK**. Then click on the new plane with the mouse, it should change colour.

For our chassis we need a long flat shape. Before going any further we have to lie it down flat. Make sure **Group** is selected (as opposed to **PTS**) and select the plane by clicking on it. Then Select **Rot** and **X**. By dragging the mouse in the top left window we can rotate the plane until it is flat, use the number that appears in the top right of the screen to rotate the plane exactly 90 degrees. Then select **OK**.

To edit the position of the points, make sure the **Plane** is still selected and select **PTS**, the points making up the plane are then shown. Select a point and then click on **Mov** (or press the M



To enter a full screen view click on the sidebar marked Top. An early version of the chassis looks like this.



Was there ever a finer wheel to grace a racing machine than this? Nigel Mansel was unavailable for comment.

key). You can now change the position of the current point in any window. Once positioned select **OK** (or hit the space bar). With this simple procedure you can change the plane primitive into any shape you require.

By holding down the shift key you can select multiple points to move together. Once you have the chassis looking something like diagram 1 (bottom of page 244). You then need to extrude the plane so it has some depth. Select **Group**, then highlight the plane. Then select **Mold** from the **Object Menu** and use the **Extrude** option.

Type 20 into the length and click on **Perform**. The chassis is now 3D instead of a flat 2D plane. Select **Attr**, and with **Colour** enabled use the sliders to assign a colour to the new object. Making sure the plane is highlighted (with **Group** on) save the chassis using the **Save** option in the **Object** menu. Then click on the **Del** button.

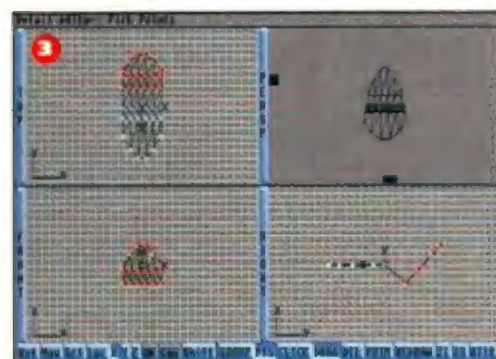
WHEELS

The wheels for our kart are made from another primitive known as the **Torus**. Using the **Prim** button select **Torus** and then select **OK**.

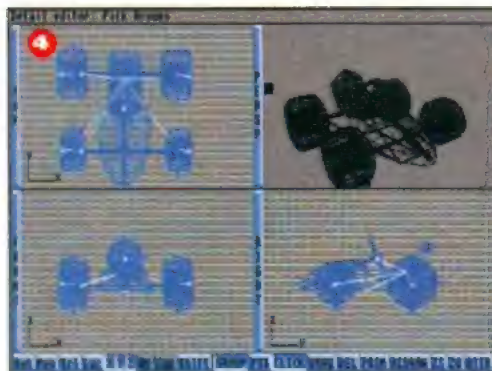
We first need to rotate the wheel – select it (as a group) and using **Rot Y**, drag it 90 degrees. The wheel should then be standing upright. We then need to flatten the tyre a little so it can sit flat. To do this, select **PTS** and with **Drag** selected and the **Shift Key** depressed, highlight all the centre points of the tyre by drawing a box around them as in diagram 2 (above). Then select **Sc** (to scale the points) and drag the mouse to shrink them giving the tyre a flat edge, then select **OK**.

To widen our tyre we then select **Group**, and scale the whole object in the X axis only (click on **Y** and **Z** to disable them). Then select **Attr** and give the tyre a black colour.

For the rim, add a tube (another *Imagine* primitive) with the top and bottom closed, rotate it, scale it to fit inside the tyre and give it a silver attribute. You have to move the tyre slightly before creating the tube so the origin of each shape is different, making it easier to select both objects.



The usefulness of the user defined buttons soon becomes apparent when you reach this stage.



The dream machine takes shape. Note how the axis points of the joined objects are linked with lines.

Once the rim is fitted in the tyre, group the two together by selecting both objects with the **Shift Key** depressed and selecting **Group** from the **Object** menu. Then save the grouped object.

SEAT

The seat for our kart is made from a plane. Delete the wheel with the **Del** button (making sure you have saved it first!) and create a plane from the **Prim** requester. As with the chassis, you need to rotate the plane 90 degrees in the X axis so the Top view looks down on the flat plane. Then drag the points around to get an oval type shape.

Then, to bend the seat back upwards, select all the points in the top half of the plane as in diagram 3 (below left), using **Drag** and the **Shift Key**. By rotating in the X axis you can rotate the selected points making up the seat back. When they are at the correct angle select **OK** and then use **Move** to bend the points upwards.

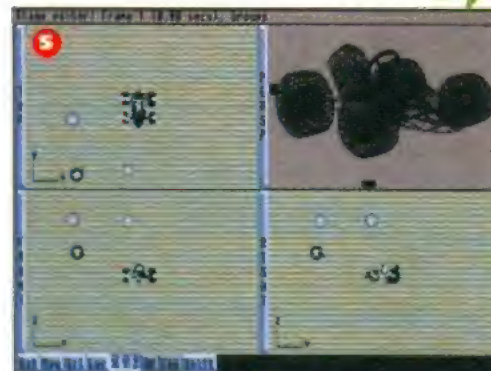
We can then extrude the bent plane by selecting **Group**, highlighting the seat and selecting **Extrude** from the **Group/Mold** requester with a value of about 15. Then use the **Conform To Sphere** function in the same requester to make it into a bucket seat, although some experimenting is required here. Don't forget *Imagine* has an **Undo** option!

FRONT CONE

After saving our seat, delete it and create a sphere using the primitive's defaults. Then selecting the new object, use **PTS** to edit the individual points of the sphere. Then use the **Drag**, and **Shift Key** combination to delete the complete bottom half and back half of the sphere leaving us with just a quarter. Elongate this quarter with **Scale** to get a long rounded cone to put on the front of the kart.

PUTTING IT ALL TOGETHER

OK, we should now have saved a chassis, wheel, seat and front cone and be ready to put them together. Using **Load Object**, load a wheel, move



Setting up the lights is a crucial part of the entire operation. Two should be sufficient for this project.

it to the top left of the top view, then load another, move it to the top right and so forth. Then load the seat and cone and chassis positioning them as you go.

After positioning all the parts and rotating and scaling them in relation to each other we need to group them all together. Depressing the **Shift Key**, select the seat, then the other objects that make up the kart. With everything highlighted, selecting **Group** from the objects menu should give you a display similar to diagram 4 (above), in which case you can save the entire group as one object using the **Save Object** option.

RENDERING THE MODEL

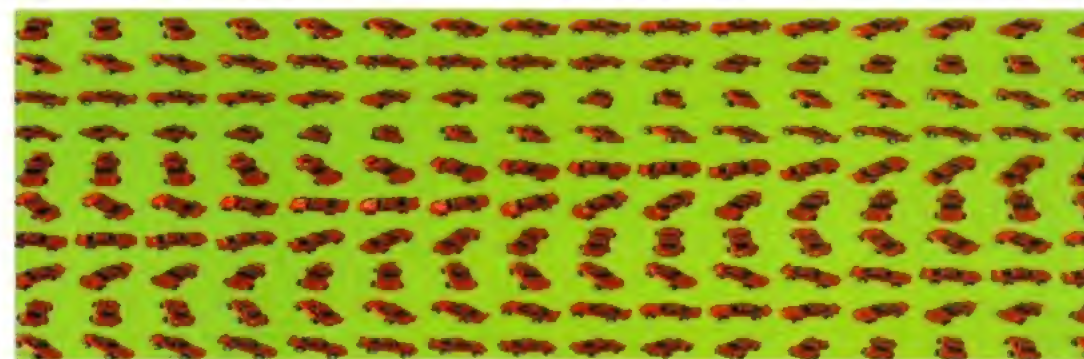
We now need to use the **Stage Editor** to set up the camera and lights for creating a render of the kart similar to the images included in this article. The first thing to do in the **Stage Editor** is put the kart on the scene using the **Load Object** option.

Then zoom out until you find the camera, by clicking on the **Camera Select Camera-Retrack** from the **Object** menu. Then type in the name of the object you wish the camera to point towards. Because *Imagine* seems to use the name of the first object of the group, it is simplest to use the **Find Requester** in the **Pick/Select** menu to find out what in fact *Imagine* has called the kart!

Then add some light sources using **Add/Light Source** in the **Objects** menu and positioning them as though you were still in the Detail Editor. Use Diagram 5 (above) as a reference for positioning the light sources in a suitable area.

The last thing to do is select **CameraView** from the **Display** menu, this will then render the actual view in the **Perspective** window, allowing you to position the camera exactly where you want it.

Then, remembering to **Save Changes**, return to the project menu, select frame 1 and click on **Render**. The results will hopefully have you hooked into the world of 3D rendering, a world that is fast on a collision course with the entertainment world as we know it...



Some 200 frames of the 800 that will be used in the AGA version of *SkidMarks*. *Imagine* drawing 800 frames by hand! The 800 frames have been converted to eight colours and when compressed they take up a mere 350K!

LOWEST PRICED TOP QUALITY RIBBONS, INKJETS, TONERS & DISKS

Printer Ribbons

	1off	2s	5s	10s		1off	2s	5s	10s
Amstrad DMP 2000/3000	2.80	2.65	2.45	2.25	Panasonic KXP1123/1124/1140	3.46	3.31	3.11	2.91
Amstrad DMP 4000	3.66	3.51	3.31	3.11	Panasonic KXP1080/1180/90/1582	2.89	2.74	2.54	2.34
Amstrad PCW8256/8512/LQ3500	2.85	2.70	2.50	2.30	Panasonic KXP2123/2189	5.75	5.60	5.40	5.20
Brother M1009/1024/1109/1209	3.90	3.75	3.55	3.35	Seikosha SL80/92/95	5.70	5.55	5.35	5.15
Citizen 120D/LSP10/SW10 24/9	2.85	2.70	2.50	2.30	Star LC10/20/100	2.29	2.14	1.94	1.84
Commodore MPS1220/1230	4.50	4.35	4.15	3.95	Star LC200	3.00	2.85	2.65	2.45
Epson LQ100	4.10	3.95	3.75	3.55	Star LC24-10/200	2.86	2.71	2.51	2.31
Epson LQ400/500/800/850	3.45	3.30	3.10	2.90	Taxan Kaga KP810/915/910/915	3.14	2.99	2.79	2.59
Epson FX MX/RO80/FX/LX800	2.90	2.75	2.55	2.35					
Epson FX MX/RX100/FX/MX1000	3.36	3.21	3.01	2.81					
Epson LX80/86/90	2.12	1.97	1.77	1.67					
Mannesmann Tally 80/81	3.90	3.75	3.55	3.35					
NEC Pinwriter P2200	3.03	2.88	2.68	2.48					
OKI ML182/183/192/193/195	3.17	3.02	2.82	2.62					

Ring for Ribbons Not Listed

Ring us and WE WILL BEAT all other Ribbon prices

3 1/2" Disks & Disk Boxes

	DS/DD	DS/HD
10 Disks	\$5	\$8
25 Disks	\$12	\$18
50 Disks	\$21	\$31
100 Disks	\$36	\$56
250 Disks	\$83	\$128
500 Disks	\$162	\$238

Preformatted (MS-DOS) disks available at 2p extra/disk

All Disks Certified 100% Error Free
and INCLUDE FREE Labels.

100 Cap.
Lockable
Disk Box
\$5.99
with orders
of \$10+

Miscellaneous Items

Roll 1000 3 1/2" Disk Labels	8.99
3 1/2" Disk Cleaning Kit	2.99
Parallel Printer Cable (1.8m)	3.99
Mouse Mat	2.99

Inkjets, Ink Refills & Toners

Canon BJ-10/20 Cartridge	17.54 each
Commodore MPS1270 Cartridge	12.13 each
HP Deskjet Cartridge (Double Cap.)	24.24 each
HP Deskjet Tri-Colour Cartridge	28.89 each
HP Thinkjet/Quattro Cartridge	12.13 each
HP Deskjet Tri-Colour Cartridge Refill	16.00 each
Inkjet Refills (Twin Packs) for Canon BJ-10/20, BJ300, HP Deskjet. Available in Black, Cyan, Magenta, Yellow, Red, Blue, Brown, Light Green, Dark Green and Gold.	
1 Pack \$11.00, 2+ Packs \$10.60 ea, 5+ Packs \$9.95 ea	
HP Laserjet IIIM Toner Cartridge	44.51 each
HP Laserjet HP/HP Toner Cartridge	53.14 each

Ring For Inkjets & Toners Not Listed

CPU & Monitor Dust Cover	5.49
Monitor Dust Cover	4.99
80 Column Printer Dust Cover	3.99
Amiga 500 Dust Cover	3.99
Amiga 600 Dust Cover	3.99
Amiga 1200 Dust Cover	3.99

All Prices INCLUDE VAT (@ 17 1/2%) & UK Delivery

0543 250377

0543 250377

Ring us or send cheques to:

Owl Associates Ltd, Dept 148, Owl House,
5 The Brambles, Lichfield, Staffs WS14 9SE

Official Government & Educational orders welcome

E & O E

NATIONAL
CURRICULUM

Reach the top with

LCL Self-Tuition Courses

Make a start now (age 3yrs - GCSE - A Level).

Totally comprehensive courses (each has 24 programs with a book and manual, or equivalent)

...of excellent quality (eg. "Definitely a first-class package" AMIGA SHOPPER).

.....with far too many topics to list, but some examples are:

MICRO SPANISH (Beginners - GCSE & Business)

Real speech (on disk) • Graphics adventure game • Talking Cartoon • Vocab. by Pictures • Business letter generator (1Mb)

MICRO FRENCH (Beginners - GCSE)

Real speech • Graphics adventure game • Talking cartoon

MICRO GERMAN (Beginners - GCSE & Business)

Real speech • Graphics adventure game • Business letter generator

MICRO MATHS (11 years - GCSE)

GCSE CHART-TOPPER

Algebra • Geometry • Trigonometry • Statistics • Arithmetic

MICRO SCIENCE Physics, Chemistry, Biology (8 years - GCSE)

Tuition • Practical experiments • Learning by pictures • Adventure game (1Mb)

MICRO ENGLISH (8 years - GCSE)

Spelling • Punctuation • Grammar • Literature

PRIMARY MATHS COURSE (3-12 years)

Tables • Add • Subtract • Divide • Multiply (Long & Short) • Fractions

READING WRITING COURSE (3-12 years)

Handwriting • Creative writing • Reading • Spelling

MEGA MATHS (A level course)

Calculus • Algebra • Geometry • Full-screen graphs

£5 OFF TOTAL FOR 2 COURSES, £10 OFF FOR 3, £17 OFF FOR 4

(*All appropriate LCL Courses are National Curriculum compatible & run on most computers.)

£24.99 per course all inclusive. Send orders/ "free poster catalogue" requests to:

LCL (DEPT AMF), THAMES HOUSE, 73 BLANDY ROAD, HENLEY-ON-THAMES, OXON RG9 1QB



Phone 0491 579345 for immediate dispatch



**ANALOGIC
ANALOGIC
ANALOGIC**

Analogic Computers (UK) Ltd

Unit 6, Ashway Centre,
Elm Crescent
Kingston-upon-Thames
Surrey KT2 6HH

Telephone Mon-Fri 9am-6.30pm

Sat 9am-5.00pm

081-546 9575

Tel/Fax: : 081-541 4671

COMPUTERS AND MONITORS REPAIRS WHILE-U-WAIT!!!

- * AMIGA A500/A600 and MONITOR REPAIRS WITHOUT DIAGNOSTIC FEES
- * FIXED CHARGES (A500 ONLY)
- * FAST TURNAROUND
- * MANY REPAIRS DONE WHILE-U-WAIT
- * WE PROVIDE PICK-UP SERVICE FOR REPAIRS FOR ONLY £5.00 + VAT
- * QUOTATION ON A600 AND MONITOR REPAIRS

£49.95 (A500 ONLY)
including NEXT DAY
DELIVERY by COURIER SERVICE
when dispatched back

MONITORS

CM 8833 MK II	219.95
SC 1435	199.95

PRINTERS

HP 510	299.95
HP 550 Colour	549.95

FLOPPY DRIVES

1 MEG 3.5" A500 Internal	44.95
1 MEG 3.5" A600 Internal	44.95

ACCESSORIES

512K RAM A500	19.95	SUPER PRO ZIPSTICK	14.95
512K RAM A500 +	19.95	10 BRANDED BLANK DISKS	9.95
1MEG RAM A500 +	34.95	10 UNBRANDED BLANK DISKS	5.95
1MEG RAM + Clock A600	44.95	MODEM CABLE	9.95
AMIGA 400 DPI Mouse	14.95	PRINTER CABLE	9.95
SCART LEAD	9.95	A1200 RAM	POA
MOUSE MAT	4.95	ACCELERATORS	POA
DUST COVER	4.95		

CHIPS AND SPARES

KICKSTART ROM V1.3	24.95	8375 1 MEG FATTER AGNUS	24.95
KICKSTART ROM V2.04	24.95	8375 2 MEG FATTER AGNUS	29.95
KICKSTART ROM V2.05	34.95	PAULA	19.95
ROM SHARER + V 1.3 ROM	34.95	GARY	11.95
ROM SHARER + V2.04 ROM	39.95	CIA	8.95
ROM SHARER	14.95	68000	14.95
A500/A500 + Keyboard	44.95	6570 KEYBOARD CHIP	19.95
AMIGA PSU	44.95		

* All prices include VAT and NEXT DAY DELIVERY subject to availability * Fixed charge for repair does not include disk drive replacement nor keyboard
* All prices subject to change without notice * We reserve the right to refuse any Amiga repair

VISA

EXPAND YOUR IMAGINATION

Imagine a rendering package with bones...

Consider rendering software with a bones feature which allows the motion of objects to be dictated by hierarchy.

Imagine adding sound to your animations...

Wouldn't it be great to have a 3D package that would enable you to load in a soundtrack to your editor screen so you can synchronise sound and motion?

Imagine motion graphics...

Your animations will look a whole lot better when you can edit motion speed on a segment by segment basis, simply by drawing curves on screen.

Imagine particle dynamics...

Have you ever wondered how neat it would be to be able to handle objects on a particle level, and to be able to morph, colour, texture and animate those particles?

Imagine complex operations at the touch of a button...

Macro key functions will allow you to perform repetitive or complex operations just by recording a series of actions in a script.

Imagine Imagine 3.0...

Well, you don't have to. Just fill out the coupon (below) and you will have your very own copy of what promises to be simply the best 3D rendering package ever produced for the Amiga.

Not content with giving you the best 3D rendering software on last month's Coverdisk, we are also going to offer you the opportunity to upgrade to the very latest version of *Imagine*.

Imagine 3.0 is almost ready to start shipping, but already Impulse have been inundated with orders and upgrade requests from around the world. We know you won't want to wait around, so we've arranged a special deal that not only saves you money, but also means that you will be the first one on your street to be able to *Imagine* better.



**ONLY
£95**

Imagine 3 upgrade order form

Please give me a better imagination, *Imagine 3.0* to be exact.
I enclose a cheque for the ridiculously low sum of £95

Name _____

Address _____

Post Code _____

Phone _____

Method of payment: (Tick as appropriate)

cheque ☐ Postal order ☐ Access ☐ Visa ☐
Card number Expiry

Please make cheques and postal orders payable to
Future Publishing Ltd.

Send this coupon and your payment to *Imagine 3 Offer*, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB

Please allow 28 days for delivery

Code: AFIMG

HORNESoft P.D.
EST. 1981

OVER 6000 AMIGA PD DISKS, PRICED FROM
JUST 20p TO 69p

All computers catered for!!

Send a SAE + disk for FREE Catalogue
To: HORNESoft P.D, DEPT AF, 23 STANWELL
CLOSE, WINCOBANK, SHEFFIELD S9 1PZ
Tel. 0742 422200 Ask for Chns

Our catalogue disk is unrivalled by any other. All latest
disks available, sameday despatch, virus free, error free

We treat customers as friends, and not just another name

NJH PD GAMES DEMOS UTILITIES

DEPT AF, 12 Mosses Mead,
Rochford, Essex SS4 1RN

Tel: (0702) 546796

Over 3000 disks available including
Utilities, Games, Fonts, Demos, Clipart
Music and many more
Send now for our catalogue
on disk for only 50p.

All orders sent 1st Class the same day

FREE DISKS

Order 10 pick another disk free
ONLY

80p
PER DISK

(8) = no. of disks
Add 60p per order for P&P
Cheques/POs payable to NJH PD

100 PD GAMES FOR
ONLY £7 INCL P&P

- Materials Trainers 2 (2) (1200)
- Star Base 1.2 (2)
- AGA Klondike (3) (1200)
- 2 Player Soccer Manager
- Achilles 2
- Gnu Chess (WB2/3 only)
- Skiat Shooting
- Mr & Mrs
- Radialoid
- Super Slacks Challenge
- Deluxe Pacman
- Elevation 2
- Belly Guest
- Arctic Football
- Skidmarks
- 21 Games Disk
- Tennis Pro
- Wildable World Giddy
- Neighbours (2)
- Bomb Jacky
- Fighting Warriors
- Buildings Grove
- Battle Cars 2
- 18 Hole Golf (2)
- AGA Tennis (1200 only)
- Tennis
- Top of the League

- 13 Bear Pro
- Adaptive Type 1 Fonts (4)
- DIPeg
- Magnan 1.2
- Text Engine 4.1
- How to Code in C (2)
- 1.0 Tester
- A-Gene 4
- Engineers Kit
- WB3 Backdrops (1200)
- Chess Tutor 3
- Kick 1.2
- Kick 1.3 + (1200 only)
- Analysis WB3 Units (1200)
- 8-Base 2
- WB3 Emulator
- Med Modules (2)
- 200 Units
- Fake Fast Mem
- Amiga Beginner
- Cotnamed 2
- ProTracker 3.1.6
- Spectrum Emulator 1.7
- Flight Farm 3
- 600 Business Letters
- Kickstart 2 Emulator
- Grapvine 1.7 (3)

- Panto Rehl (1200 only)
- French AGA Demo (1200)
- Rombox Demo (1200)
- 242 (needs fast ram)
- Minidrop (1200 only)
- His Planet Groove (1200)
- Extensions
- TigerTracks 2
- Jesus on E's (2)
- Endless Melodies (2)
- Phoenix Demo
- Star Trek Rave Demo
- Rave Attack 2
- AGA Slides (3) (1200 only)
- State of the Art
- Rave Vision
- Desert Dream (2)
- Revelations
- How to Skin a Cat
- Speed Limit (3) (2 Meg)
- Dolphin Dreams
- Leikal Exit
- Wicked Sensation (2)
- Kelrens Drama
- Mayday Resistance
- Technological Death
- 2 Unlimited (2)

500/500+/600/1200 COMPATIBLE SOFTWARE

Amivision Software present

FORMULA ONE CHALLENGE v4

An incredibly addictive and detailed Formula One management simulation for 1-4 players. Watch the races as they unfold with three levels of highlights. Crashes, spins, pile-ups, car failures, stop/go penalties, weather changes, fastest & record laps, make pitstops. Four independent levels of difficulty. Accurate and detailed graphics of the teams, circuits etc. 15 teams, 2 cars per team, 50 drivers with varying skills, complete engine & tyre contracts. Choose tyre compounds, tune your engines, change wing settings, even train your pit crew! Qualifying, 16 accurate championship circuits, news section, realistic sound fx, load/save games, weather forecasts, statistics saved, latest FISA rules, sponsors, full drivers and constructors championships and so much more.

Includes full 1993 season. Details can easily be updated each year. Incredibly addictive, produced by true Formula One fans. This is the most realistic Formula One simulation, guaranteed.

JUST £14.95!
INCLUDES INSTRUCTION MANUAL

DEMO DISK £1
A1200 compatible

PLEASE MAKE CHEQUE/POSTAL ORDER PAYABLE TO: S. KENNOCKS

Dept. AF, 1 Cherrington Drive, Great Wyrley, Walsall WS6 6NE

FREE MEMBERSHIP ON ORDERS OF 10 DISKS OR MORE

GRAVE YARD P.D.

1200 SPECIALISTS

1200/AGA	UTILITIES	DEMOS	GAMES
ACTION REPLAY IV	D-COPY 3.1	DESERT DREAMS (2)	WIBBLE WORLD GIDDY
MANHUNTER	Y CYCLOPS	HOW TO SKIN A CAT	FIGHTING WARRIORS
A1200 TETRIS + TOOLS	Y HOW TO CODE IN C (2)	242	TOP OF THE LEAGUE
MINORLEND	Y SID 2	Y KREMS DAME	CAPTAIN BONUS
A1200 INTRO'S	Y NO ERRORS	Y RESON ON E'S (2)	OBVIOUS
TALENT PANTA RINHA	Y C.A.G. ADVENTURE CREATOR	Y MAYDAY RESISTANCE	Y TETRIS
NIGHTMARE AGA SLIDES (2)	Y HARD DRIVE UTILS (3)	Y TROJAN TECHNO TRACKS	Y ALLEN BASH
PLANET GROOVE	Y SUPER SLIDESHOW MAKER	Y DEMON DOWNLOAD (2)	Y ROAD TO HELL
FERRARI AGA	Y PRO TRACKER 3.10B	Y MISERY	Y ATIC ATAC
KEITH RHODES PICS	Y LITTLE OFFICE	Y WICKED SENSATION (2)	Y DUNGEONS OF MADROJ

85p PER DISK TO MEMBERS ONLY, PLEASE STATE MEM No. ON ORDER.

1-10 disks 1.30 11-19 disks 1.35 20+ disks 1.60 P+P 60p
Orders of 10+ FREE MEMBERSHIP
Orders of 20+ choose 3 disks free inc FREE MEMBERSHIP

500+/600 Compatible
Y= 1200 Compatible
O= on of disks

MEMBERSHIP INCLUDES CATALOGUE
DISK, NEWSLETTER, MEMBERSHIP
CARD AND PRIORITY ORDER FORM.

Make cheques or P.O.'s payable to GRAVE YARD PUBLIC DOMAIN, 31 CLEMENCE STREET,
LOWESTOFT, SUFFOLK NR32 2JJ. TEL 0502 537589

KT'S P.D. (SOFTWARE)

THE FAST AND FRIENDLY LIBRARY

FOR THE AMIGA USER
500 • 500+ • 600 • 1200

GAMES	DEMOS	MUSIC	UTILITIES	UTILITIES
18 HOLE GOLF (2) +	180 JIAN TACKING +	DOCTORED 2 +	D-COPY 3.1 +	TEXT ENGINE 4 +
FRUIT SQUAD +	PANTANINI 1200	MECHOLE +	DISK PEEK 2 +	WACRPH 2 +
NEIGHBOURS (2) +	1.0.0.0A SPEEDBALLS +	MED MOOS 2 +	ENGAGEMENTS 1.1 +	PC TASK 2 +
AMUS FRUIT 8 +	INDIANA DEMO +	MED MOOS 2 +	FRS COPY 1.1 +	LITTLE OFFICE +
TETRIS AGA 1200	HOY DEMO/AGA 1200	DRUMMOLIF SAMPLES +	AMIGA BEGINNER +	24 BIT UTILS +
ROAD TO HELL +	HOY WIND WARP 1200	PRO SAMPLES 1.1 +	KICK 1.3 +	PRINT UTILS +
TELLER PACMAN +	DEMON D-LOAD (2) +	PRO SAMPLES 2.1 +	500+ EMULATOR	AG 3.1 +
UCRABOAT +	NEEDLES D-LOAD +	MEGA SAMPLES (1) +	MAVREX 1.0 P.P. +	BUSINESS UTILS +
POPEYE (needs 1 MB)	3D DEMO 2 +	MEGA MODULES (1) +	VRML ALLEY +	EASY CALC +
1200 +	MAYDAY RES +	OCTANED 5 DEMO +	NUCK WBS +	RAMMAGE 3.1
DUGGY CRANDONCO +	COYOTES (1) +	PROTRACKER 3.1 (1) +	MEMMASTER 3 +	VIEW TEX + 1.1 +
PACMAN RETURNS +	JEJUS ON E'S (2) +	CHPMMV SAMPLES +	ANDY WILL UTILS +	
INTERSE +	ALCHEMY (1) +	MUSIC MADNESS +	UTRAX COPY +	
STARBASE 1.2 (2) +	WICKED SENS (2) +	CYBERNET MCD +	CONK & COPY UTILS +	
TEXAS CHANNAW +	NEURON ASSAULT +	BRAT BICA (2) +	CONKLEND +	
EGG BRASTERS +	THE WALL (1) +	DOETHMIC ORGY +	PRINTER DRIVERS +	
KLONANKE 1200 (1)	KEPINA LINDO +	GHOTTBUSTION +	EMULATORS 800 ETC +	
1200 (2) +	CHIN MOORE VETS +	SHAMEN MUK +	HARD DRIVE UTILS +	
21 GAMES +	CHIN MOORE VETS +	CHURCH MUSIC +	WALL BACKWARDS Y	
NR & NRD +	ANGELER ROCK (1) +	ST LITTLE MICKS +	NUMPAD (100) ONK	
CRANK DEMO 1200	AMOE IN CROATIA +	SMAL SCHOOL +	SPECTRUM 1.1 +	
	WILKING GORMS (2) +	MUSIC ANDER (1) +	HIDES ICONS (1) +	
			200 UTILS +	

All Disks
90p
cost

Postage:
UK orders 10p
Europe + 20p per disk
World + 60p per disk

HOW TO ORDER: Please make cheques payable
with bankers card no. or postal orders to KT'S P.D.
(Software). All orders sent 1st class the same day
+ Plus compatible Y = 1200 compatible
(*) = No of Disks

We stock Fred Fish 1-910
CLR Licenseware all titles
Assassins Collection up to 130.
Also Scope Disks

Catalogue disk at 50p, or FREE with your first order
DEPT AF, 75 THE DRIVE, ROCHFORD, ESSEX SS4 1QQ.
Tel/Fax: 0702 542536 anytime

AMIGA SPECIAL
100 TOP PD GAMES



BUS STOP PD

Dept AF, 6 Smiths Avenue, Marsh, Huddersfield
HD3 4AN Tel: 0484 516941

RUN BY WOMEN FOR THAT BIT MORE!

GAMES	UTILS	ANIMS/SLIDES	Texts & Talk
Wibble World Giddy	ASD0+ Emulator	Alien	Janet Jackson
Pacman	Printer Drivers	Flatliners	Napalm Death
Dr Mario	Memomaker	Rocky Horror Show	Jon Hain
Straddle	Icon Editor	Dolphin Dreams	Yonna Yonna
Scum Hunters	Med 3.20	Who R U Lookin' At	Cherokee
Fighting Warriors	Clumpy Icons	Manga Demo	Dance Diverse
Adventures	Ed Word	Revelations	Keyboard Samples
Tetris	D Paint Fonts 1-10	Bruce Lee	Voice Samples
Top of the League	Modern Utilities	Lamborghini	Cartoon Sounds
All Rounder	Font W/Shop	Guns N Roses	Drum Samples
Strikeball	Dream Utilities	Iron Maiden	World of Amiga '92
Kickbox	A Graph	Magic Roundabout	1200 SPECIALS
Black Belt	Beginners Bench	AmigaDOS	Class Patches (2) Disks
Sea Hail	Merry Sid 2	100 64 Tunes	Workbench Hacks
Fruit Salad	Slideshow Maker	Per Shop Boys	Fakenem
Mad Bomber 2	Print a Card	Piano Classical	Workbench Backgrounds
Croze	Disemeter	Deapora	
Bingo Caller	Bus Stop Utilities 2		
Space Cleaner	No Errors		
Bus Stop Games	DCA Backup		

Large selection of
education and
famous. Lots of
fonts and clip art.
• All disks +
500+/600/1200
compatible.
Also, cheap
accessories and
second hand
games.
Cheques payable
to:
BUS STOP PD

P&P 50p per order. 24 Hour service. All disks virus-free. Catalogue 50p+ SAE. OVER 1300 TITLES.

AMIGA MUSICIANS REQUIRED
Full record deal. One off production.
Send demo tapes/disks to:

Technical Dimensions
12 Midway
Rush
Hewlett-Packard
1000 3TA
091 563 7971

AMOS USERS

I made £20,000 from the AMOS game Charlie
Chimp which won GAMESMASTERS AMOS
programming competition.
Join THE MR AMOS CLUB and YOU could be next!
Issue One of our AMOS disk magazine is FREE to
YOU!

Learn everything about AMOS from the masters.
Send your name to: 8 Magnolia Park
Dunmurry, BT17 0DS

Top Quality Genlocks
For All Amiga's at
Discounted Prices
eg. Hi-Band from only
£399

Top Quality
Commercial Games
From Only £4.99
Send SAE for Details

COMPUTER VISIONS

30a School Road, Tilehurst
Reading, Berkshire RG3 5AN

Tel (0734) 452416
Fax (0734) 451239

GRAPHIC FX

Amiga Shareware
PD Software

Fred Fish • Scope • Grapevine • AM-FM •
Demos • Games • Utis • Assassins etc.

We have...
New titles arriving daily same day
despatch on all orders
Software helpline 10am-3pm
PD Swapping Service
Detailed information of what's on every disk

HARDWARE

CD32, INCLUDING TROLLS, OSCAR
+ DIGGERS £294.99

A1200 RACE 'N' CHASE FROM £294.99
A1200 DESKTOP DYNAMITE FROM £339.99

For our three comprehensive catalogue disks
send cheque/postal orders for £1.25 to:-

Graphic FX, Dept AF,
PO BOX 69, Manchester M21 2BN
(Free postage and packaging)

Tel- 061 860 4292

Insider Guide Series

Amiga A1200 Insider Guide
by Peter Fitzpatrick
From installing and managing
hard drives to video and
graphics editing and much
more - Amiga A1200
Next Steps shows you how!
Available November. Price
£14.95. ISBN: 1-873308-24-8

Amiga Workbench 3.0 by Bruce Smith
The complete A-Z of the Amiga Workbench 3. Just
locate the name of the icon or option you want for a
full description and example. Brilliant!
Available November. Price £14.95. ISBN: 1-873308-28-0

Amiga Insider Guide by Paul Overaa
Easy-to-follow examples and step-by-step instructions
introduce you to the powerful world of 68000
programming quickly and simply. Awesome! Available
November. Price £14.95. ISBN: 1-873308-27-2

Amiga A1200 Insider Guide by Bruce Smith
The best-selling guide to Workbench
3 and AmigaDOS 3 on the A1200.
A must! £14.95. ISBN: 1-873308-15-9



To order or for more information and our free
catalogue write or call: (Free phone line)
P.O. Box 101, Altona, Vic. 30152, The Technology

DIGITALLY MASTERED SAMPLES

IFF SOUND SAMPLE LIBRARIES

Each disk is compiled from a studio quality master and is sampled on the Amiga at twice the sample rate of P.D. sample disks. They are compatible with all P.D. and commercial tracker and sequencer programs. N.B. no. of samples in brackets

001 AFRICAN Talking drums, Marimbas, chants etc (53)
002 AFRICAN Stars, Bansuri, Chants etc (19)
003 AFRICAN Tablas, Bayan, Rhythm Loops etc (35)
004 AFRICAN Udu, Saz, Bembé, Rhythm Loops etc (37)
005 AFRICAN Tibetan Bells, Yanggins, Koto etc (31)
006 AFRICAN Balisatrika, Chords, Bodhran etc (34)
007 AFRICAN Didjeridu, Chants, Sili Drum etc (23)
008 AFRICAN Kora, Berimbau, Pan Pipes etc (30)
009 AFRICAN Power Toms, Snare, Bass, Scratch & Rap (88)
010 AFRICAN Bass & Snare, Hi-Hats, Cymbal & Toms (63)
011 AFRICAN TRI 808 CR-78, Loops etc (30)
012 AFRICAN Timbales, Congas, Cowbells etc (107)
013 AFRICAN Acoustic, Electric & Distorted etc (41)

014 AFRICAN Slap, picked, fretless, FX etc (44)
015 AFRICAN Oberheim, Roland, Korg etc (22)
016 AFRICAN Yamaha DX, Roland, Korg etc (28)
017 AFRICAN Sections, Saxes, Trumpets etc (24)
018 AFRICAN Analog, Digital & L.A. etc (18)
019 AFRICAN Octave Splits, with strings, FX (16)
020 AFRICAN Cello, Orch, Hits, Sections etc (21)
021 AFRICAN Analog & Digital (19)
022 AFRICAN Mixed Chords, with Bells & Synth (16)
023 AFRICAN Church & Electric (17)
024 AFRICAN Real & Synth, with Choir & Strings (20)
025 AFRICAN Action Sounds, Explosions, Gunshots etc (30)

Each disk is priced at £2.50, any 10 for £19.95, the Complete Collection for £49.95. In addition, Sampler owners can use our Digitally Mastered Chrome, Metal, or DAT sample Cassettes which contain most of the above samples: COO1 WORLD MUSIC COLLECTION (175)

COO2 PERCUSSION COLLECTION (228)

COO3 GUITARS AND BASSES (161)

Each Chrome £9.95, Metal £11.95, DAT £16.95

The Three Collection Package is priced at:

£21.95 (Chrome) £25.95 (Metal), £38.95 (DAT)

P&P £1 (any order) Cheques & P.O.s to:

WALKABOUT MUSIC (Dept AF)

TRENOVICK FARM, THE MOUNT PAR

CORNWALL, PL24 2DA

Tel (0726) 813807



AMIGA POWER SUPPLY £28.99

Genuine Commodore, 1 year warranty. Send us your faulty unit and pay only £18.99. Same day despatch by Parcelforce.

AMIGA REPAIR (A500/A500+ ONLY)

£37.99 Any fault (except keyboard faults) send machine with covering letter and payment. Price includes return carriage, insurance and 3 months warranty

A520 Modulator (exchange only - send your old units)...	£19.99	A520 CIA.....	£15.00
1.2 Rom.....	£15.00	8362 Denise.....	£7.99
5719 Garry.....	£9.99	Exchange only -	
Amiga Mouse.....	£6.00	Internal Drives.....	£24.99

AMIGA

SPARES

Cheques and postal orders to:

Omni Dale Supplies, 23 Curzon Street,
Derby DE1 2ES Tel (0332) 291219



Matrix Software Club

Computer Software

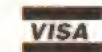
Hundreds of programs

at a fraction of the price -

- and we'll buy them back - guaranteed!

• THE LATEST & THE POPULAR FROM THE TOP PUBLISHERS • FROM BUSINESS TO LEISURE • NO COMMITMENT TO BUY • SUPER GUARANTEED PRICES • QUARTERLY NEWSLETTER WITH REVIEWS, SPECIAL OFFERS, MEMBERS SMALL ADS • FAST SERVICE • NO PREPAYMENT • ESTABLISHED 1981 • OVER 3000 MEMBERS

Send S.A.E. or phone (24 Hours) for full information pack. Matrix Computing Services, Dept. AMF12, 2 French's Yard, Amwell End, Ware, Hertfordshire SG12 9HP



0920 484479 - 24 hours



Our range of educational subjects now includes:

- > GEOGRAPHY
- > HISTORY
- > ENGLISH WORDS
- > SPELLING
- > ARITHMETIC
- > FOOTBALL
- > MATHS
- > FRENCH
- > GERMAN
- > SPANISH
- > ITALIAN
- > SCIENCE
- > SPORT
- > FIRST AID
- > GENERAL KNOWLEDGE
- > ENGLAND
- > SCOTLAND
- > NATURAL HISTORY

kosmos educational software

the connoisseur's choice

Write or phone for our FREE 16-page colour catalogue of Educational & Leisure Software (State computer type) to:

Kosmos Software Ltd, FREEPOST (no stamp needed)
DUNSTABLE, Beds. LU5 0BN
Telephone 0525 873942 or 875406



MEMORY EXPANSION

1Mb x 1	-80ns	DIP	6.03
256 x 4	-80ns	DIP or ZIP	6.03
1Mb x 4 (44C1000)	-80ns A3000	ZIP	21.82
1Mb x 4 (44C1000)	-80ns Static Col	ZIP	21.82
1Mb x 8	-80ns	SIMMs (GVP)	44.65
4Mb x 8	-80ns	SIMMs (GVP)	135.13
4Mb (1x32)	-70ns 4000/030	72 Pin	141.00

Please phone for the latest prices. VAT included. Delivery £4.70



KINGSWAY UK LTD



Phone 0923 836473 Fax 0923 836474

18 Foxfield Close, Northwood, Middlesex HA6 3NU

★ GAMES ★ ★ PROGRAMMERS ★

URGENTLY REQUIRED for work on SEGA, NINTENDO, AMIGA etc. Both Permanent and Contract positions available at various organisations based throughout the UK, including: Yorkshire, North West, Midlands, London etc.

If you have one year or more games programming experience and are looking for a career move with excellent prospects then contact:

STEPHEN DAVIES, GAMES RECRUITMENT SPECIALIST on
(0709) 571441 or Fax (0709) 586527.

Alternatively send a CV to: **AARDVARK SWIFT LTD (GAMES DIVISION), 75-77 STATION STREET, SWINTON, SOUTH YORKSHIRE S64 8PZ**

C + S COMPUTERS

C + S COMPUTERS,
37 PARK ROAD,
ST MARYCHURCH,
TORQUAY, DEVON TQ1 4QR
TEL: 0803 329190

CHEQUES & POSTAL
ORDERS PAYABLE TO:
C + S COMPUTERS, PLEASE.
POSTAGE INCLUDED ON ALL ITEMS
EXCEPT MYSTERY PACKS & DISKS

Triple Pack 1 (Deuteros, Battle Valley, Hammer Boy).....	£12.99
Triple Pack 2 (Hunter, Seconds Out, Lancaster).....	£12.99
Triple Pack 3 (Titus the Fox, Targhan, Ghost Busters 2).....	£12.99
Triple Pack 4 (Blues Brothers, Sata, Maya).....	£12.99
Triple Pack 5 (Crazy Cars 3, Grand Prix Battletech).....	£12.99

USED DISKS - INCLUDING LABELS

1-99	26p	1-99	38p
OVER 99	24p	Over 99	34p

ALL DISKS GUARANTEED

SPECIAL C + S COMPUTERS MYSTERY PACK

Each pack contains separate boxed games and are a clearout of our back catalogue titles. There are over 300 different titles. We cannot check for compatibility.

- Pack 1 contains 5 boxed games for only £12.99
- Pack 2 contains 10 boxed games for only £19.99
- Pack 3 contains 15 boxed games for only £24.99
- Pack 4 contains 20 boxed games for only £29.99

If you buy more than 1 pack, we will make sure that there are no double titles. Some of the games that may be in the packs are such as Bambuzal, Formula 1, Dark Fusion, Cricket, Space Battle, Galaxy Force, Las Vegas, Dagger, Battleships, Fruit Machine, TV Sports Football, Xenon, Austerlitz, Zork, Rocket Ranger, and over 300 others. Please add £3.50 for postage.

●● CALL FOR SPECIAL CHRISTMAS PRICES ●●

POSTAGE ON DISKS

1 to 49	£2.00	50 to 100	£3.50	Over 100	£4.50
---------------	-------	-----------------	-------	----------------	-------

For our full catalogue of games, disk boxes, hardware & joysticks etc please send £1 to the above address (refunded with first order) enclosing an SAE. All items are subject to change & availability. E&OE.

A WORD FROM THE ED



Christmas, does it really start earlier every year, or does it just seem that way? I'm sure the Yuletide paraphernalia was on sale before the fireworks this year.

As always, Christmas sees the most frantic period for games sales each year. And this issue of *Amiga Format* sees us with more games reviews than any other issue this year. There are some real corkers too, *Frontier - Elite 2*, *Skidmarks*, *Cannon Fodder*, *Hired Guns*, *The Settlers*, *Alien Breed 2*. I can't remember ever seeing so many great games in one issue before. Even back when the *Amiga* was the hottest news for game players, I don't think there was ever a month this good.

So despite our rather pessimistic feature on piracy this month, *Amiga* owners have much to be grateful for. Take the world's best home computer offering unrivalled power for the price, plus the finest games to be seen on any platform. Add to this a huge range of outstanding serious applications at prices to make Mac and PC owners' eyes water. And what have you got... the *Amiga*, that's what.

We've had a great year here at *Amiga Format*, and we hope you have too. There's more to come next year, only better.

But for now it's time to deck the halls, light the candles, trim the tree and have a drink.

Merry Christmas to all of you. And love and peace on ya too!

Letters

It's very easy to get your point of view printed in *Amiga Format*. Just write it on a piece of paper, wrap it around a nice Christmas pressie and send it to:

Letters to the Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

RECTIFIED

As the bloke who phoned up about the CD³² (see a word from the ed, issue 52) I'd just like to set the record straight.

Firstly, Rumbelows were really quite decent by allowing me to buy the machine before its official release date. I walked into the shop to see if they knew when it was going to hit the high street, and they let me walk out with my new toy.

When I realised that the software was missing I seriously considered taking the thing back. But those nice Rumbelows promised that they would send on anything that was missing from the pack as soon as it arrived. At this point no-one actually knew if there was to be any software bundled with the CD³².

I called *AF* to find out what you knew, and you very helpfully told me that there should be two games (as then unspecified) and a welcome disk. So back I went to Rumbelows. Imagine my surprise when I discovered they had also phoned Commodore and had been told that the software would follow shortly. This wasn't the case, and I rang Commodore myself (at this point I should apologise to the nice lady I called because Rumbelows gave me the wrong number).

The customer relations geezer wasn't at all surprised, as this was occurring up and down the country. He promised the software would be with me in a few days, and it was. OK, so the episode was a little irritating

and frustrating, but Rumbelows and Commodore did all they could to rectify the matter. As to the games that turned up... well, they're not bad but certainly nothing revolutionary. I just hope that more software is made available soon. I'm sure CD³² is much better than the MegaCD, but it won't be given the chance to prove itself unless people are tempted to buy it in the first place.

Andy Halliday, Bath

We're glad to hear a happy ending to your story. It's reassuring to know that Commodore are taking the marketing of the CD³² seriously, and not leaving customers in the lurch. This first few months is going to be very frustrating for surfers on the first wave of CD³² ownership. But by Christmas we believe you will be quite pleased with the range of software on offer for your machine.

WHICH AMIGA?

I have a dilemma and £299 to spend! Should I buy the CD³² and add a keyboard, floppy drive and mouse at a later stage. Or do you think I should I buy an A1200 and add the forthcoming CD drive?

Please explain the pros and cons of each approach and advise me what is the best in the long term.

Miles Green, Marlborough

If we could see the future, none of us would be here. I would be skiing in Australia with the money I had won on sporting bets. It's impossible to say what would be the best decision in the long

term. But on a purely financial basis, it's a little simpler.

Both base machines cost £300. But to add to the CD³² you will need to get an expansion system, a floppy drive, and a keyboard before you have the equivalent of an A1200 plus CD drive. So the expanded CD³² would probably be more expensive. Both machines would be pretty equally matched, but it is likely that the CD³² would have room for a RAM expansion, whereas the A1200 could only accept a PCMCIA memory expansion, because the CD drive would use up the trapdoor slot.

All in all, it really depends whether you want a grey computer or a white one!

UPGRADE?

I have owned an *Amiga* 500+ for the past two years and I have a colour printer, external drive and an Action Replay. I am now considering purchasing a hard drive at about £300. The concern I have is that the A500+ is no longer in production and maybe the length of life of my computer is limited.

Stephen Snelson, Blackpool

The A500 is such a popular machine that hardware and software support will continue for the foreseeable future (unless the pirates kill the games industry). So our advice is only to trade up to a newer machine if you really need the extra power that it offers. Your floppy drive and printer would be fine with an A1200, but your Action Replay would be useless. One idea might be to spend the £300 you have

Continued overleaf

The Gallery
Sponsored by **MAX**
Graphics

The best image each month will win a huge (and we're talking big) poster print-out, courtesy of Max Graphics of Cardiff - worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

If you need your artwork printed out, give Max Graphics a call on 0222 522332, or write to them at 168 North Rd, Cardiff, CF4 3BJ.

They offer a full range of *Amiga* output services, including their Colossal Colour system which can print images right up to poster size.



Merry Xmas by Walid El-Azem, Lanzarote.



SHORT? YES! BUT SWEET?

The Dave Roberts Column. In one word: WHY?

Anon

Because he makes people think! And he provokes a reaction, as you have proved. You don't have to believe every word he writes, we don't. But he has interesting, and informed opinions.

I thought I'd tell you that there is an Amiga on Rolf's Cartoon Club. If this gets printed, I'd like an A4000/040.

Chris Sayer

We know that there's an Amiga on Rolf's Cartoon Club. And we'd all like an A4000/040.

A friend of mine says the A1200 and A4000 are 16-bit, but everyone else says that they're 32-bit. Is the Motorola 68020 processor, and therefore the A1200, 32-bit?

A Robinson

Your friend is probably the kind of person who thinks that the Nintendo SNES is 16-bit! All Motorola 680x0 processors above the 68010 are full 32-bit.

Surely I am not the first of your readers to query why the issue date of Amiga Format is two months ahead of when it appears in the shops?

Bob Chadwick, Rochdale

You aren't. The answer lies with our printers, who asked us if we could change our 'print slot' because they had exceeded their capacity. We have taken steps to correct the matter by calling this issue the Christmas 1993 issue. Next issue, the Jan '94 issue, will be on sale towards the end of December. Back to normal!

How do you make a Blitz 2 program autobooting? Please, please, please help me.

Mitchell Mann

The Coverdisk version of Blitz 2 does not have the ability to create standalone games (or executables as they are called). The full package can, though.

I would be very interested to know if there is anyone planning an upgrade card to convert the A500/500+ to an A1200. I am sure it would sell very well.

Christopher Rippon, Scunthorpe

There's rumours of a machine coming from America, but we have received very little information so far which makes us a bit sceptical about it. As soon as we find out anymore, AF readers will be the first to know.

If your girlfriend, boyfriend, wife, husband, or pet armadillo interrogates you on the minuteness of their Christmas pressie, just say "I spent all my money on a new computer".

Jez, Tring

We will, we will!

I am an Atari owner, I am a proud Atari owner, and I would never in a thousand years consider owning a Commodore machine...

James R Poole, BFPO 43

Well bog off and write to ST Format then!

What is a beta tester? I ask this because I am a great fan of Skidmarks. Acid's ad says they need "fast, dangerous drivers". I reckon that I am very fast, I got 9.8 on your demo.

Ian Wilson, Oban

A beta tester is a person who playtests very late pre-production versions of games to ensure there are no bugs in them. Beta versions of programs are virtually complete, and once testing has eliminated all the bugs, this is the version you see at home.

9.8 seconds is a hugely fast time on a Skidmarks track, the best anyone in the office made was 10.0.

Reading issue 53 I was amazed to discover Commodore's chief of engineering is none other than Reginald Perrin.

Andrew Webb, Chelmsford

saved in an A1200, then sell your A500 and save a while more for a hard drive. You can get an 85Mb hard drive for the A1200 for around £170.

GUNS ARE COOL!

I've got an idea that will spark Commodore's boom to success and bring eternal happiness for Amiga owners everywhere. This idea is so great that I'm sure it must have been thought of before. It is so brilliant that there must be something which I've overlooked. Great! I've gone and dampened all that spontaneous excitement with depressing reality. But then computers have developed with reality taking a back seat, so I'll tell you my idea anyway.

Why not create a game with Guns and Roses, Metallica or U2 or some other brilliant band, then slap it on a CD for CD32 with a bunch of their best tracks? These guys are so cool they probably wouldn't bother taking a cut from the profits either.

This would be the perfect licence without the cost. And a machine with a namby pamby image will get blown out of the water.

Tim Calnan, Rayleigh

I hate to dampen your enthusiasm even further, but if U2 or G'n'R (don't know about Metallica, cos we like them) were to be involved in a scheme like you suggest, they would probably want higher licensing fees than Ocean paid for Jurassic Park. These guys may play at being devil-may-care rock and roll types, but they are money grabbing capitalists underneath their glam exteriors.

Rock stars have been involved with computer games already. There is a Motörhead game, Utah Saints do the intro for Burning Rubber, and once FMV and CD become widespread, you can bet there will be a host more. But very little of it will be for free.

BLITZ GREAT

As a (very) frustrated programmer and upholder of the great Amiga tradition, the Blitz Basic 2 giveaway on the AF 52 Coverdisk was a welcome addition to my software collection.

All too often these days Amiga owners seem content to let others do the work and rely solely on commer-

cially written software. The age of the back bedroom programmer seemed all but dead with the exception of a few demo coders. The only halfway accessible high-level language was AMOS, with its lousy reputation for speed and code size.

However, after 20 minutes with Blitz it was obvious there was plenty to pump new life into the old skills. It's fast, accessible and easy-to-use. And those great demos, *Zombie Apocalypse* and *Defender* - the best free version of the old classic I have ever seen.

With the ultimate programming tool in place there is no longer any excuse for Amiga owners not to get off their backsides and produce high-quality software for either commercial or PD release. There is a rich vein of talent out there that can be tapped in to, and I for one have every intention of having a go at producing something.

Congratulations to Acid Software for restoring my faith in the world of computer programming, and to AF for distributing it to the people who matter most - Amiga users.

Chris Russell, Hull

Acid Software, and Amiga Format, agree strongly with what you say, Chris. Blitz 2 is the perfect opportunity for Amiga users to show the big software houses that we aren't reliant on overpriced software, and that we can create our own good and cheap software. And as one developer pointed out to me recently, games companies look to Amiga owners for the next wave of games programming talent. We'll look out for your entry in the great Blitz Basic Amiga 4000 competition which we ran in AF 52.

INDY ADVENTURES

I enjoyed the 'Spirit of Independents' feature (issue 52) very much. I believe that the prospect of being able to buy excellent games such as *Skidmarks* and *Stardust* for only £19.99 is very exciting, and very good news for the Amiga. This is especially great considering that console owners have to pay up to £65 for extremely average games.

However, after reading your article, I was very surprised to open my issue 52 to see *F17*, one of this new



DIY by Andrew Weller of High Barnet



Aladdin by Steven Browne of Camberley



Red Baron by Peter Galea-Naudi of Hove

breed of cheaper games, being reviewed in the 'Cheap and Cheerful' section. Surely after all that was said in the 'Independents' article, this type of game is going to become more common and therefore should be reviewed alongside all the other major releases of the month. Otherwise many people will see this game as just another budget release and not give it the credit it surely deserves.

Graeme Pond, Angus

Take a look through this issue for the 'Cheap and Cheerful' section. It's gone!

What you say is absolutely correct, and we are now reviewing newly released games according to the quality of the game, not the price. We will still retain the 'budget' games section, but we will only cover re-release and compilation games in it. We do want to encourage companies like Team 17 and Vision to release quality games at a lower price.

PC OR NOT PC

I own two machines, a PC 386 and a newly bought A1200 which I am delighted with. Something which greatly angers me is the way the Amiga is badmouthed, laughed at and written off as a games machine in PC magazines, namely *PC Format*.

I cannot stand the way these high and mighty PC owners behave towards the Amiga. I think the Amiga is every bit as capable as the PC (if not more). Give the Amiga a chance, it is a flexible, entertaining and practical machine.

**Anthony Heverin,
Londonderry**

You know what they say? Sticks and stones may break my bones but names will never hurt me. Why not let the PC owners have their say - we all know they are talking tosh.

We assume the problem with the boys (and girls) over at *PC Format* magazine is that they feel a bit inferior. After all, with an installed user base of well over 10,000,000 machines, they only manage to sell 73,000,000 of their rhetoric ridden rag. While with a mere 1,500,000 Amigas in the UK, we sell more than twice as many magazines as they do. It's no surprise that they are reduced to call-

ing names and poking fun at the Amiga.

But let's see what *PC Format*'s own Ed Ricketts says when it comes to the PC:

"A 486 is definitely recommended. A 25MHz machine is able to run most current games comfortably, and it can always be upgraded later to improve the more demanding titles. If you're thinking about buying a PC for games, it's not wise to plump for a cheaper 386 simply to save money - you'll regret it in the long run."

We at Amiga Format, however, would recommend the nice and cheap A1200 to all games players.

STUART IS BACK!

I would just like to congratulate Daze Marketing on their recent move to price their games, albeit temporarily, at £2.99. I purchased *Storm Master* from them and the service was prompt and efficient.

With the price of software being so high, I commend Daze who have taken the initiative and restructured their pricing accordingly. Other companies worthy of high praise are Team 17 and Software Business for releasing their latest new product, namely *F17 Challenge* and *Gearworks*, at under £20.

If these companies do well (and I hope they do) (so do we - Ed) then others may follow their example.

Stuart N Hardy, Sheffield

Welcome back Stuart!

For the benefit of our newer readers, Stuart is one of the computer industry's most prolific letter writers. There cannot be a single magazine editor in the UK who doesn't recognise his handwriting before they even get to his signature. Stuart lost favour with many editors some time ago for his persistent haranguing, and because his letters were largely ill-considered tosh. But just recently we have received two extremely sensible, well reasoned and mature letters from Stuart, so the unofficial ban on his letters on these pages is now removed. Welcome to the grown-up world, Stuart.

I am sure most of you will have read our piracy feature by now, and will be aware of how difficult it is for a games software company to reduce prices and still make a profit. There are companies who are taking this route though, and we

Continued overleaf

THE MAN AT THE TOP

This month Commodore UK's general manager David Pleasance tells you what he thinks have been the best things for the Amiga in 1993 and what he would like to happen in the year ahead...



The best times for the Amiga in 1993

This is my opportunity to reveal all my secrets about what I have liked and disliked during 1993, and to give my 'wish list', so to speak, for 1994.

First of all, I have to say how excellent Chris Evans was whilst hosting the launch of Amiga CD³² at the Science Museum on 16 July. This special day was enhanced by his professionalism and zany humour.

Another highlight of the year was the Live '93 show at Olympia, where we had a huge stand featuring Amiga CD³² for the first time in public. The show had an incredible 142,000 visitors and was, undoubtedly, the best exhibition that Commodore has ever participated in. A big thank you to Bob Denton who organised the event.

And the worst...

On the negative side I was very disappointed at the number of CD³² titles which were promised for September, but were delayed, some of them have still not been launched. We all know that software drives hardware and this shortage has caused us a few problems.

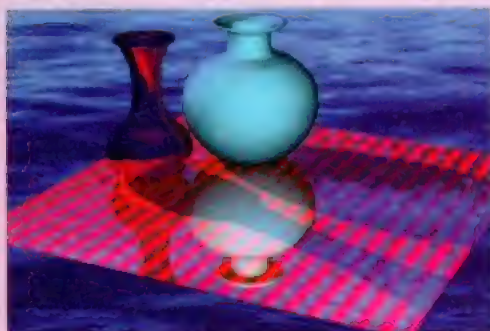
As far as 1994 is concerned, I would like to see lots of super fully interactive games published, using full motion video clips and really using the true capabilities of Amiga CD³².

I believe the software publishers and developers will benefit immensely from the success of the CD platform and as their fortunes rise they can and will invest in the kind of products I have just described.

I believe it's time for our industry to unite, stand up and be counted. The video games market is estimated to have reached £700 million by Christmas and we should be proud of our achievements over such a few years. Perhaps the formation of an industry body, for hardware and peripheral manufacturers would lead to better communication with the media, and this marketplace and its products would be seen in an even better light.

My favourite releases

My favourite game so far this year is *Alien Breed 2* and I am really looking forward the release of *Microcosm* in December and *Rise of The Robots* in January. Both of these Amiga CD³² titles are great examples of innovative software development.



Water Pots by D J Hilditch of Chestnut Grove School.

The Galleries
Sponsored by
Max Graphics



How to contact

AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

- We get literally hundreds of letters and faxes a day, so if we were to try to answer them all personally we would never have any time to actually write *Amiga Format*. So we're sorry, but we can't reply in person.
- We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.
- Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0458 73279.

Work BENCH



If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.

WORKBENCH, AMIGA FORMAT, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS



If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!

ROB MEAD, GAMEBUSTERS, AMIGA FORMAT, 30 MONMOUTH STREET, BATH BA1 2BW.

Readers' LETTERS



The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.

LETTERS TO THE EDITOR, AMIGA FORMAT, 30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS



To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once; and, please, do not include entries with letters to any other part of the mag because we'll just lose them.

WHATEVER COMPETITION, AMIGA FORMAT, 29 MONMOUTH STREET, BATH BA1 2DL.

Special OFFERS



If you've ordered something from the *Amiga Format* Mail Order section and you've got a problem, then don't write to our Bath address – instead contact our Somerton address or telephone 0458 74011.

AMIGA FORMAT MAIL ORDER, FUTURE PUBLISHING, CARY COURT, SOMERTON, SOMERSET TA11 6TB.

SUBSCRIPTIONS



If you move house and want to make sure your copy of the magazine catches up with you, or if you have any other subscription enquiry then write to:

AMIGA FORMAT SUBSCRIPTIONS, FUTURE PUBLISHING, CARY COURT, SOMERTON, SOMERSET TA11 6TB.

Faulty COVERDISKS



The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us; send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

implore all our readers to give these companies support by buying their games. It's in all our interests.

MOULDY DISK!

I was quite astonished when my latest *Amiga Format* landed on the doormat. I'm quite certain 99.9 per cent of readers were intrigued too. The surprise, of course, was that strange green, translucent disk. I liked it!

It's a darn sight more interesting than a boring blue, and incredibly easy to find in the disk box. Is this a new trend? An attempt to get AF noticed more? I certainly hope so. Can we have an orange one next month please?

Paul Grant, Liverpool

We're always looking out for little things (and big ones) to keep AF interesting, so when we saw the transparent disks we jumped at the opportunity. But we have to order them specially and have them custom made for us. Therefore they cost more than conventional disks, and considering we put around half a million disks on this issue, a difference of just one penny per disk costs us £5,000 (and they cost more than one penny more than the usual opaque disks). So we are giving them to you as a kind of Christmas present. Enjoy the Christmassy red and green ones with this issue!

CONSOLE CONVERT

PRIZE

For three years I have been happy to amuse myself with gaming on consoles – from my first 8-bit to my current SNES (hate to mention it, but the SNES has an 8-bit processor and some 16-bit custom chips – Ed). I would never have considered a home computer. To be honest, the thought of tackling one after using the simple 'plug in, turn on, play game' really frightened me to death.

Then, for no apparent reason, I bought your *Beginners Guide*. I was pleasantly surprised that there was a magazine which I could actually follow. I then continued to buy *Amiga Format*, and while some of it was alien to me, it was still written in a way that was straightforward enough for me to grasp. My new interest was growing rapidly.

So imagine my surprise when my girlfriend duly presented me with a spanking new A1200 for my birthday! Since then I have dedicated all my

spare time to learning the basics and trying to come to terms with the vast range of possibilities and applications available for my machine. I'm afraid I'm obsessed.

Seriously though, the sense of achievement you get from performing even minor tasks is easily as satisfying as any game I've played.

The next big bonus is the vast amount of games, the variety and the price. I don't have a problem paying £25 for what, in many cases, are superior games to those on consoles which cost twice the price.

I understand that a growing number of console owners are graduating to the Amiga. It's no surprise when you consider how often the phrase 'an old Amiga game' crops up in SNES/Mega Drive game reviews.

I haven't bought one new SNES game since I got my A1200 – I'd rather buy two for my Amiga. Or a programming package, or a music program, and so on, and so on.

Dean Penn, Birmingham

Welcome to any and all new Amiga owners. We'll be attempting to make your emergence into the Amiga community as painless as possible. The next issue will be packed with hints, tips and advice aimed at all newer Amiga owners (there will be plenty to learn for more experienced users too). We will also have the first instalment in a continuing series of tutorials designed to help you get more from the Amiga operating system, using both the Workbench and the Shell.

Plus there will be an introduction to all the Amiga's different areas of use, explaining the most important concepts and terms. If you want to get more out of your Amiga, get January's *Amiga Format* – in the shops on 23 December.

FRED NEWCOMER

I am a newcomer to the world of Amigas and computing. I bought and tried all the Amiga mags until settling on yours as the best (no B S) (we believe you – Ed). But I really get stumped when it comes to the technical stuff. Couldn't we computer dunces (I can't be the only one) have a section explaining all the terms in easy-to-read English.

K Bowden, Callington

Next issue will be packed to bursting with hints, tips... Woah! Spooky Deja Vu! Merry Christmas all.

NOT ONE WINNER... BUT TWENTY!

These are the lucky winners of a week-end's outdoor pursuits from our Empire Software Campaign compo:

Steven Dacre, Wolverhampton;
Richard Walker, Dudley; D Witts, South Cerney; James Heneghan, Billericay;
R Jephcote, Carnforth; Stuart Farmer, Farnham; G Bowick, Keyworth; Edward Belts, Sheffield; C Baxter, Bedworth;
R Westerman, Settle.

Finders of the secret message in our *Second Samurai Coverdisk* demo are: Benjamin Hawkins, High Wycombe; Marc Heyhoe, Gosport; Martin Stone, Littlehampton; Paul Brown, Strood; Kevin Bree, Daventry; Gary Gilmurray, Litherland; David Wrigh, Crouch End; Spiros Konstantis, Stratford; Christopher Dawson, Cannock; Kevin Wort, Didcot.

CITIZEN PRINTERS FROM SILICA

- **FREE DELIVERY** Next Day - Anywhere in the UK mainland
- **WINDOWS 3.1** Free Windows 3.1 driver with Starter Kit
- **2 YEAR WARRANTY** (including the dot matrix printer head)
- **FREE HELPLINE** Technical support during office hours
- **FREE STARTER KIT** With Citizen dot matrix printers from Silica



FREE! STARTER KIT WORTH £57.58 (inc. VAT)

FREE! STARTER KIT INCLUDES:

- 3 1/2" Disk with Amiga Print Manager
- 3 1/2" Disk with Windows 3.1 Driver
- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Continuous Paper
- 100 Continuous Tractor Feed Address Labels
- 5 Continuous Envelopes on Tractor Feed

AMIGA PRINT MANAGER V2.01
For faster printing from your Amiga, with desktop images and many vibrant colours. Available free of charge as part of the Silica Printer Starter Kit.

Features include:

- Improved image smoothing
- Image scaling
- Enhanced colour correction
- Colour calibration
- Redundant/overhead printing

KIT VALUE £49 (inc. VAT)

CITIZEN PRINTERS WITH 2 YEAR WARRANTY

24 PIN 270 CPS 80 COLUMN



2 YEAR WARRANTY

FREE! STARTER KIT WORTH £49 (inc. VAT)

FREE DELIVERY

SWIFT 200 MONO

RRP: £259
STARTER KIT: £49
TOTAL VALUE: £308
SAVINGS: £119
SILICA PRICE: £189 (inc. VAT) (PRI 249)

SWIFT 200C COLOUR

RRP: £279
STARTER KIT: £49
TOTAL VALUE: £328
SAVINGS: £119
SILICA PRICE: £209 (inc. VAT) (PRI 249)

• Citizen Swift 200/200C - 24 pin - 80 col
• 270cps 50 lines, 216 cps Draft, 72cps LO
• 8K Printer Buffer with 7 LO Fonts
• Parallel Interface
• Graphics Resolution: 360 x 360 dpi
• Epson, IBM, NEC P20 Emulations
• Quarter Printing and Auto Set Facility
• Ultra Quiet Mode - 43dB(A)
• Colour Printing Standard - Swift 200C
• Colour Printing Optional - Swift 200
• FREE Silica Printer Starter Kit

9 PIN 144 CPS 80 COLUMN



2 YEAR WARRANTY

FREE! STARTER KIT WORTH £49 (inc. VAT)

FREE DELIVERY

CITIZEN 120D+

RRP: £199
SILICA STARTER KIT: £49
TOTAL VALUE: £248
SAVINGS: £133
SILICA PRICE: £115 (inc. VAT) (PRI 210)

• Citizen 120D+ - 9 pin - 80 column
• 144cps Draft, 30cps NLQ
• 4K Printer Buffer + 2 Fonts
• Parallel or Serial Interface
• Graphics Resolution: 240 x 216dpi
• Epson and IBM Emulation
• Pull tractor & bottom feed
• FREE Silica Printer Starter Kit

The Citizen 120D printer comes supplied with a parallel interface as standard. If you require a serial interface instead, please state ref. PRI 2125 when placing your order with Silica.

PERIPHERALS & ACCESSORIES

EXCLUSIVE OFFER

HALF PRICE

CITIZEN SHEET FEEDER

For Swift 9, 90, 24, 240, 200, 240, 224

Semi-Automatic Cut Sheet Feeder for smooth trouble free paper handling. Requires manual sheet injection using lever.

FREE DELIVERY

£19.95 (inc. VAT) (PRI 122)

SHEET FEEDERS

PRA 1200 1200+ £71.36
PRA 1222 1240/224/240 Col Printers £38.12

SERIAL INTERFACES

PRA 1109 1200+ £56.45
PRA 1200 Swift 9/90/1240/224 £32.25
PRA 1709 Swift 24/240/240/240 £25.58

32K MEMORY EXPN

PRA 1753 324/300 24/240/240 £19.45

PRINTER STAND

PRA 1242 Swift 9/90/24/240/240 £22.33
PRA 1274 Swift 300/240/240/240 £34.95

ORIGINAL RIBBONS

RIB 3520 1200/240/240 Black £2.91
RIB 3049 Swift the Black £7.15
RIB 3024 1240/240/240/240 Black £4.20
RIB 3036 1240/240/240/240 Col £15.63
RIB 3048 PN48 Single Strike £3.61
RIB 3048 PN48 Multi Strike £3.61

COLOUR KITS

PRA 1236 224/240/240/240/240 £35.25
PRA 1240 Swift 9/240 £45.25

PN48 ACCESSORIES

PRA 1148 PN48 Battery £46.70
PRA 1150 PN48 Cable £29.37
PRA 1162 PN48 Car Adapter £18.74

24 PIN 300 CPS 80 COLUMN



2 YEAR WARRANTY

FREE! STARTER KIT WORTH £49 (inc. VAT)

FREE DELIVERY

SWIFT 240 MONO

RRP: £359
STARTER KIT: £49
TOTAL VALUE: £408
SAVINGS: £119
SILICA PRICE: £289 (inc. VAT) (PRI 250)

SWIFT 240C COLOUR

RRP: £379
STARTER KIT: £49
TOTAL VALUE: £428
SAVINGS: £119
SILICA PRICE: £309 (inc. VAT) (PRI 251)

• Citizen Swift 240/240C - 24 pin - 80 column
• 300cps 50 lines, 240 cps Draft, 80cps LO
• 8K Printer Buffer - 40K maximum
• 9 LO Fonts + 2 Scalable Fonts in 4800
• Font Cartridge Slot - for plug in 'style' fonts
• Parallel Interface
• Graphics Resolution: 360 x 360dpi
• Epson, IBM, NEC P20 & CXL Emulations
• Quarter Printing Facility
• Auto Set Facility - Bi-directional (F)
• Auto Emulation Detection
• Ultra Quiet Mode - 45dB(A)
• Advanced Paper Handling
• Colour Printing Standard - Swift 240C
• Colour Printing Optional - Swift 240
• FREE Silica Printer Starter Kit

9 PIN 240 CPS 80 COLUMN



2 YEAR WARRANTY

FREE! STARTER KIT WORTH £49 (inc. VAT)

FREE DELIVERY

SWIFT 90 MONO

RRP: £199
STARTER KIT: £49
TOTAL VALUE: £248
SAVINGS: £119
SILICA PRICE: £129 (inc. VAT) (PRI 225)

SWIFT 90C COLOUR

RRP: £219
STARTER KIT: £49
TOTAL VALUE: £268
SAVINGS: £119
SILICA PRICE: £149 (inc. VAT) (PRI 226)

• Citizen Swift 90 - 9 pin - 80 column
• 240cps 50 lines, 180cps Draft, 48cps LO
• 8K Printer Buffer
• 6 Fonts Built-in
• Parallel Interface
• Graphics Resolution: 240 x 216dpi
• Epson and IBM Emulation
• Auto Set Facility
• Ultra Quiet Mode - 45dB(A)
• Advanced Paper Handling
• Colour Printing Standard - Swift 90C
• Colour Printing Optional - Swift 90
• FREE Silica Printer Starter Kit

INKJET 180 CPS 80 COLUMN

NEW!

2 YEAR WARRANTY

FREE DELIVERY

£219 (inc. VAT) (PRI 285)

• Citizen Stylus II Inkjet - 80 col
• 180cps Draft (120cps), 120cps NLQ (100cps)
• 50 Nozzle Head - Whisper Quiet 45dB(A)
• 50K Printer Buffer
• 1 x IC Card Slot for RAM Emulation and Font Upgrades
• 3 Fonts Built-in
• Optional HP Compatible Font Cards
• Parallel Interface
• Graphics Resolution: 360 x 360dpi
• HP Desktop Plus (PCL3+) Emulation
• Low Running Costs - Reserve Ink Cartridge Only
• Auto Sheet Feeder (70 Sheets)
• Includes Windows 3.1 Driver
• 2 Year Warranty

24 PIN 192 - 136 CPS



2 YEAR WARRANTY

FREE! STARTER KIT WORTH £49 (inc. VAT)

FREE DELIVERY

£299 (inc. VAT) (PRI 285)

• Citizen Stylus 24x - 24 pin - 136 col
• 192cps Draft, 64cps NLQ
• 8K Printer Buffer + 4 Fonts
• Parallel Interface
• Graphics Resolution: 360 x 360dpi
• Epson, IBM and NEC P6 Emulation
• Colour Option Available
• FREE Silica Printer Starter Kit

9 PIN 144 CPS 80 COLUMN



2 YEAR WARRANTY

FREE! STARTER KIT WORTH £49 (inc. VAT)

FREE DELIVERY

£199 (inc. VAT) (PRI 225)

• Citizen Stylus 9x - 9 pin - 80 column
• Non-impact Printing on Plain Paper
• 53cps LO - 4K Buffer + 2 Fonts
• Rear and Bottom Paper Loading
• Parallel Interface
• Graphics Res: 360 x 360dpi
• Epson, IBM, NEC P6 & Citizen Emulation
• Power: Mains, Battery or Car Adapter

SILICA OFFER YOU

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland
- **TECHNICAL SUPPORT HELPLINE:** A team of technical experts will be at your service
- **PRICE MATCH:** We match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 15 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M COMPANY:** We are solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts and available. Tel: 081-309 0888

SHOWROOMS: We have demonstration and training facilities at all our stores.

THE FULL STOCK RANGE: All of your requirements are available from one supplier.

FREE CATALOGUES: Will be mailed to you, with special offers and full details of hardware, peripherals and software.

PAYMENT: We accept most major credit cards, cash, cheque or monthly terms. (Subject to 4% interest quoted on request)

SILICA

HOT LINE 081-309 1111

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Order Lines Open: Mon-Sat 9.00am-6.00pm
No Late Night Opening

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA
Opening Hours: Mon-Sat 9.30am-6.00pm
No Late Night Opening

LONDON SHOP: Setridges (Basement Area), Oxford Street, London, W1A 1AB
Opening Hours: Mon-Sat 9.30am-6.00pm
Late Night: Thursday 6pm

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Opening Hours: Mon-Sat 9.00am-6.30pm
Late Night: Friday 7pm

ESSEX SHOP: Keddies 12nd Floor, High Street, Southend-on-Sea, Essex, SS1 1LA
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)
Late Night: Thursday 7pm

IPSWICH SHOP: Debenhams (1st Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH
Opening Hours: Mon-Fri 9.30am-6.30pm (Sat 9.00am-6.30pm)
Late Night: Thursday 8pm

Tel: 081-309 1111
Fax No: 081-309 0808

Tel: 071-580 4000
Fax No: 071-582 4757

Tel: 071-629 1234
Extension: 3014

Tel: 081-302 8811
Fax No: 081-309 0312

Tel: 0702 466039
Fax No: 0702 466039

Tel: 0473 221313
Fax No: 0473 287765

To: Silica Systems, AMFOR-1293-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE CITIZEN RANGE

Mr/Ms/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own?

ONLY A CALL AWAY - THE COMPLETE CONTROL HOTLINE

ONLY £1
for an entire
cheap rate call

Each phoneline carries just under three minutes of solid tips - no waffle, just pure essential playing guides on the game of your choice. 12 games tipped this month!
NB: Please get permission from the person responsible for paying the telephone bills before you call.

NOW WITH ADDED PHONELINES!

1 SYNDICATE
Tel: (0336) 420363

Crime can pay. Tim Tucker explains.

2 GUNSHIP 2000
Tel: (0336) 420353

Helicopter action with Stuart Campbell.

3 DUNE 2
Tel: (0336) 420354

Mark Winstanley's spicy suggestions.

4 DESERT STRIKE PRO
Tel: (0336) 420352

Advanced tips with Mark Winstanley.

5 REACH FOR THE SKIES
Tel: (0336) 420364

Fly higher thanks to Tim Tucker.

6 ARABIAN NIGHTS
Tel: (0336) 420365

Stuart Campbell gets through the night.

7 DESERT STRIKE
Tel: (0336) 420356

Kick ass in the Gulf. We show you how.

8 B17 FLYING Fortress
Tel: (0336) 420361

It's bombs away - so phone today.

9 THE CHAOS ENGINE
Tel: (0336) 420351

Let's make some order out of it.

10 WING COMMANDER
Tel: (0336) 420358

'Wing' this number for the toppest tips.

11 WALKER
Tel: (0336) 420362

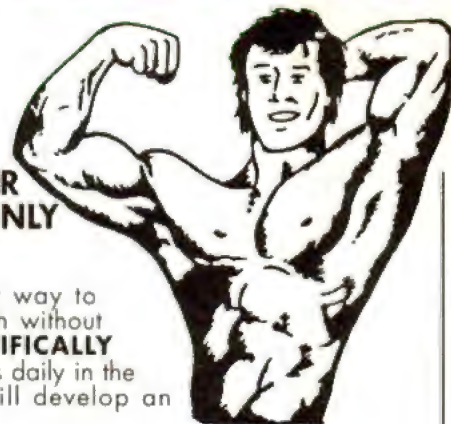
It's the walking, talking, killing advice.

12 PREMIER MANAGER
Tel: (0336) 420355

The number one football hints around.

Calls cost 36p per minute cheap rate (6pm-8am and all weekend), and 48p per minute at other times. Maximum call costs £1.34.

BUILD MUSCLES FAST



YOU CAN BUILD A FANTASTIC POWER PACKED BODY IN ONLY 12 WEEKS!

NEW! Fastest and best way to build muscles and strength without weights - **EVER! SCIENTIFICALLY PROVEN.** Just 20 minutes daily in the privacy of your home will develop an amazing physique.

MUSCLE DYNAMICS is a new bodybuilding system based on principals developed after years of exhaustive research. It is a total exercise programme involving the very latest scientific breakthroughs in the field of muscular development. It is the fastest, most effective way to build muscles in existence.

NOTICEABLE RESULTS IN 28 DAYS GUARANTEED
Send for exciting **FREE** information pack today

MUSCLE DYNAMICS (AF)
PO BOX 70, DOUGLAS, IM4 6PT

Yes! I want to build muscles fast. Please rush me my **FREE** information pack!

Name

Address

.....Postcode

(A Stamp for reply appreciated)

ADVERTISERS INDEX

17 Bit Software	230	0924 366982	Kosmos	250	0525 873942
1st Computer Centre	20-21	0532 319444	LCL	246	0491 579345
ACS Electronics	196	091 455 4300	Manga Video	42, 134	
Aardvark Swift	250	0709 571441	Matrix Leisure Services	250	0920 484479
Adelphi	201	081 423 2652	Microcentre	336	0924 201953
Amiga Format Special	168-169	0225 442244	Mindscape	130, 142	0444 246333
Amiga Power	108-109	0225 442244	Muscle Dynamics	256	
Amiga Shopper	192-193	0225 442244	New Horizon Computers	211	0989 750260
Analogic	246	081 541 4671	Ocean Software	2-3, 73	061 832 6633
Anglia PD	221	0394 283494	Omnidale	250	0332 291219
Battleaxe PD	213	0603 666202	Owl Associates	246	0543 250377
Bluebyte	139		PC Gamer	118	0225 442244
Brighton Computer Supplies	183	0273 506261	PD Selections	221	0474 325802
C & S Computers	250	0803 329190	PD Soft	217	0702 466933
Calculus	125-127	0543 251275	PD Soft	217	0702 466933
Canon	19	081 773 3173	Phoenix Computer World	24-25	0532 35009
Casuti Ltd	189		Planet Data	201	0234 240954
Codemasters	141	0926 814132	Post Haste	188	0227 764204
Core Design	92		Power Computing	11, 65, 258-259	0234 843388
Cumana	240	0483 503121	Premier Mail Order	196	0268 271172
Dart Computer Services	229	0533 470059	Psychosis	107	051 709 5755
Datagem	124, 160	081 608 0624	RSD Connections	182	0992 584205
Datel Electronics	60-61	0782 744707	Rasputin Software	161	0689 850770
Demon Records	111		Reality Software	229	081 749 6964
Digital Integration	81, 89	0276 684959	Renegade	260	
Digital Multimedia	195	081 977 1105	Saitek	159	
Direct Computer Supplies	178	0630 311471	Sea Soft	212	0903 850378
Discovery PD	220	0274 880066	Selec Software	242	061 4287425
EM Computer Graphics	197	0255 431389	Selectafont	179	0702 202835
Eagle Software	167	081 361 5730	Sidmouth Software	189	0395 67073
Empire Software	48, 105	081 3439143	Silica Systems	177, 187, 199, 205, 225, 235	081 309 1111
Esp Software	57	0702 600557	Siren Software	59	061 7247572
European Computer User	179	0480 498889	Snap Computer Supplies	200	0703 457111
Evesham Micros	74, 75	0386 765500	Software Demon	52, 66, 184	0736 331039
Express PD	212	0533 887061	Software On Demand	242	0782 566566
Firecrest Distribution	189	0875 850028	Softwood Software	67, 69, 209	0773 836781
Future Books	224, 255	0225 442244	Talking Birds	118	0702 523607
Future Music	204	0225 442244	The Disc Company	53	0295 252524
Future Zone	6		The Jumping Bean Company	161	0602 792838
Gamesmaster	86	0225 442244	The Logic shop	179	0992 625323
Gasteiner	102-103	081 365 1151	Trilogic	172-173	0724 691195
Go Disks	56		UBI Soft	113	081 343 9055
Grapevine Group Inc	201	0101 914 357 2424	Ultimate Computer Centre	121	
Gremlin	83, 91	0742 753423	United PD	206-207	0983 529549
Harwoods	34-37	0773 836781	Virgin Retail	47	
Hobbyte	40-41	0727 56005	Virgin/Interactive Entertainment	30-31, 101, 123	081 960 2255
Indi	93-97	0543 419999	Virus Free PD	228	0793 512073
Intergrex	174		WTS Electronics	114-115, 200	0582 491949
Intermediates	14-15, 87	0279 600204	Walkabout Music	250	0726 813807
Kingsway UK Ltd	250	0923 836473	We Serve	166	0705 325354
Kontax	242	0628 773212			

AMIGA FORMAT 54 CHRISTMAS 1993

EDITORIAL DEPARTMENT

EDITOR Marcus Dyson
DEPUTY EDITOR Julie Tolley
CONSULTANT EDITOR Nick Veitch
PRODUCTION EDITOR Richard Jones
GAMES EDITOR Rob Mead
STAFF WRITER Richard Baguley
STAFF WRITER Stephen Bradley

ART DEPARTMENT

ART EDITOR Sue White
DESIGN Frank Bartucca

EDITORIAL CONTRIBUTORS

Brian Larkman, Simon Armstrong, Chris Lloyd, Steve Faragher, Tim Smith, Jason Holborn, Maff Evans.

PHOTOGRAPHY

Ashton James, Pete Canning

ADVERTISING DEPARTMENT

GROUP AD MANAGER Jonathan Birt
ADVERTISING MANAGER Jackie Garford
SALES EXECUTIVE Anne Green
SALES EXECUTIVE Adrian Hill

PRODUCTION

GROUP PROD MANAGER Judith Middleton
ADVERTISING PRODUCTION Charlotte Brock, Craig Broadbridge
PROD CONTROLLER Claire Thomas
PROD CONTROL ASSNT Ginette McKeown
ADVERTISING DESIGN Laura MacGregor, Lisa Withey
PAPER CONTROLLER Fiona Deane

PUBLISHING

PROMOTIONS ASSISTANT Tamara Ward
CIRCULATION MANAGER Jon Bickley
CIRCULATION ASSISTANT Kate Elston
GROUP PUBLISHER Greg Ingham

ADMIN ASSNT Suzannah Angelo-Sparling
COLOUR SCANNING & IMAGESETTING Jon Moore, Simon Windsor, Chris Stocker, and Mark Gover
COLOUR ORIGINATORS Phoenix Repro
PRINTED IN THE UK BY St Ives PLC
NEWSTRADE DISTRIBUTION, UK Future Publishing, 0225 442244
NEWSTRADE DISTRIBUTION, OVERSEAS MMC Ltd 0483 211222

AMIGA FORMAT

30 Monmouth Street, Bath, Avon BA1 2BW

Telephone 0225 442244

Facsimile 0225 318740

EMAIL ADDRESS

2:250/107.95@FIDONET.ORG

AMFORMAT@CIX.COMPULINK.CO.UK

SUBSCRIPTIONS, BACK ISSUES and MAIL ORDER

Future Publishing, Somerton, Somerset, TA11 6TB

Telephone 0458 73279

Facsimile 0458 74378

CUSTOMER SERVICES Telephone 0458 74011

Member of the Audit Bureau of Circulations.



Registered Circulation

140,299

Jan - June 1993

Home of Britain's finest magazine.

AMIGA FORMAT

plus Amiga Shopper • Mega •
Amiga Format Specials • PCPlus •
Amiga Power • GamesMaster •
Sega Power • Super Play •
Amstrad Action • 8000 Plus •
Commodore Format • PCPlus •
PC Answers • Mountain Biking UK •
Mac Format and Games Player.



No part of this publication may be transmitted or reproduced in any form without the permission of the publishers.

Your guarantee of value

This mag comes from Future Publishing, a company founded just eight years ago but now selling more computer magazines than any other in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the very best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our crayon-wielders highlight key elements by using charts, diagrams, summary boxes, and so on...

Greater relevance. At Future, Editors operate under two golden rules:
● Understand your readers' needs. ● Then satisfy them.

More reader interaction. We draw on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money.
More pages, better quality - magazines you can trust.

NEXT MONTH

DON'T PANIC!



More than 5,000 A1200s are being sold each and every week, promising the Amiga industry plenty of new users and a strong, growing market.

AT THE TIME of writing (8 November), Commodore were shifting well over 5,000 A1200s a week in the UK, and as December 25th gets closer, that number will increase significantly. That's a whole lot of new users and upgraders.

So next month we'll be angling the issue in their direction. There will be useful fact-packed introductions to the major areas of Amiga usage, explaining the basic principles of exploits such as graphics, music and programming. We'll be suggesting the software and hardware you will need to get more from your Amiga, and explaining the meaning of the jargon used.

There will also be the first instalment of our Understanding Workbench series, designed to help all Amiga users get more out of their machine. And there will be more *Blitz* 2 and *Imagine* tutorials to help you get the most out of our recent Coverdisk packages.

If you're already an Amiga owner, don't worry - there will be oodles of info to benefit experienced users too.

A VERY GOOD YEAR

1993 is drawing to a close, and the next issue of *Amiga Format* will be out just before the dawning of 1994. We've had a good year here, and we hope all our readers have too. But next year will be even better...

We'll be bringing you all the good things you've come to know and love *Amiga Format* for, only they'll be much better and there will be much more of them. Of course you can expect to see issues packed with the latest news and the greatest reviews. And you know that when we review a product, we wait for it to be finished first, so that you get the best advice on how to spend your cash. Did you know that for four years running in *CTW*, the computer industry's newspaper, *Amiga Format* has been voted the magazine most read by retailers before they decide what to stock in their shops? If the store owners listen to what we say, surely you should too!

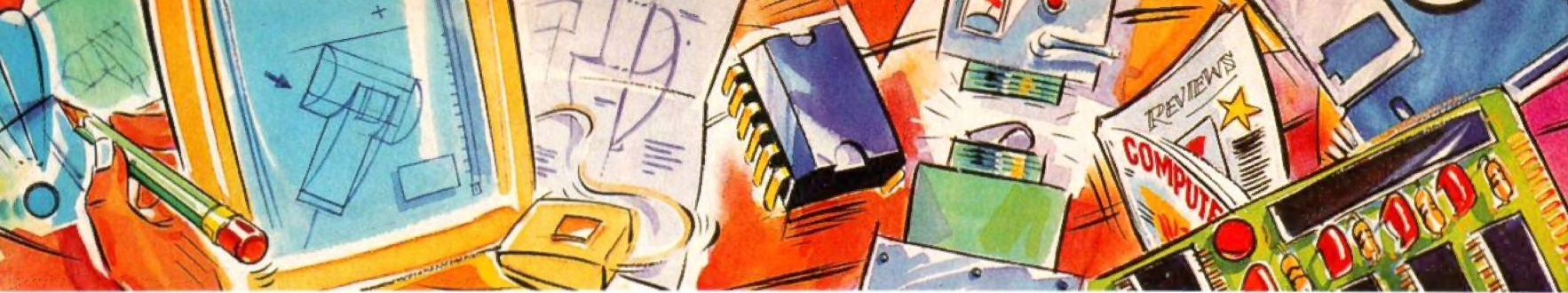
Amiga Format is the magazine Commodore have chosen to include with all new A1200s. If there are any new readers out there who've bought *AF* after receiving their free special edition, we welcome you.

We'll be continuing to bring you the greatest Coverdisks. Only a magazine with the number of readers *Amiga Format* has can boast the power to tie up the best software to pass on to its readers. We've had some great programs on the disks recently, but we have some extra special ones lined up for next year. And of course, we'll continue to give you hints, tips and advice to help you get the most out of the best home computer in the world. And when you get stuck (everybody does, now and then) we'll be here to answer your questions, whether they relate to games or serious stuff.

We'd like to thank all our readers for sticking with us through the past years, and say: Stick with the Amiga, and stick with *Amiga Format* - there are exciting times ahead. Y'all gave a good Christmas, and we'll see you in '94!

ISSUE 55 JANUARY!

WAITING FOR YOU AT YOUR
NEWSAGENT FROM 23 DECEMBER



poweroptical

128MB Optical Internal	£779
128MB Optical External	£879
128MB Optical Disk	£39.95
SCSI Controller A2000	£129

video backup



Use a VCR as a backup storage advice, 200 Amiga floppy disks fit on to a 4Hr tape which can be used for an alternative hard disk backup system. What's more you can watch T.V on your 1084s monitor.

£60

floptical drive

The Floptical stores 20MB of data on a 3.5" disk (a SCSI interface is required).

Floptical A2000 Kit	£289
Floptical A500 External	£389

syquest drive

3.5" Removable HD from Syquest. Each cartridge stores 105MB.

3.5" Syquest 17ms	£739
3.5" 105MB Cartridge	£79

scsi drives

We can supply SCSI or IDE 3.5" drives in many sizes.

52QMB	£169
80MB	£179
160MB	£249
200MB	£349

ide internal

2.5" Miniature internal HD for the A600/A1200, (these drives come complete with a cable and installation software)

60MB Internal HD	£139
80MB Internal HD	£179
120MB Internal HD	£229

icd products

Trifecta 2000 LX Bare	£139
Trifecta 2000 LX 80MB HD	£239
Trifecta 2000 LX 160MB HD	£329
Trifecta 2000 LX 200MB HD	£399
Trifecta 500 LX Bare	£195
Trifecta 500 LX 80MB HD	£295
Trifecta 500 LX 160MB HD	£359
Trifecta 500 LX 200MB HD	£459

a600 memory

1MB RAM with battery backed clock.

A600 Memory	£39.95
-------------------	--------

1.5MB memory

Fully supports 1MB of chip RAM and compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty)

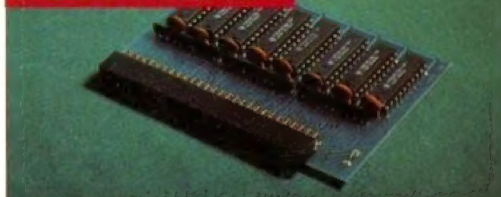
1.5MB Memory	£85
--------------------	-----

1MB thru' port

Fully supports 1MB of chip RAM and fully compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty)

1MB Thru' port	£49
----------------------	-----

PC501+card



High quality memory card comes with 1MB of RAM on-board to expand your Amiga A500+ to 2MB of Chip RAM. (Fits in the trap-door, does not affect your warranty)

£36

a500 memory

4 Chip 512K RAM expansion with or without battery backed clock. Free software included. (A500+ compatible)

A500 Card with clock	£29
A500 Card without clock	£24

a500 8mb board

Expand your Amiga from 2MB to 8MB of RAM. Plugs into side slot, full auto config. and full through port.

A500 2MB Board	£139
A500 4MB Board	£219
A500 8MB Board	£299

a2000 8mb board

2MB to 8MB expansion for the A2000. Full auto config., IDE interface and 12 months warranty

A2000 2MB Board	£139
A2000 4MB Board	£199
A2000 8MB Board	£289

new 2MB chip ram



Increase your Amiga's memory to 2MB of chip RAM, including 2MB 8375 Agnus, easy to fit (internal fitting), unlike every other 2MB chip RAM board currently available you A500 trap memory still works! fully compatible.

£159

special offer

PC1208 68882-20MHz OMB RAM board.

PC1208 68882 20MHz	£99
--------------------------	-----

power drives

All Power Computing's disk drives come with a 12 month guarantee. The PC880B is available with Blitz Amiga, Blitz and X-Copy or Cyclone compatible (this drive is only available to registered owners of X-Copy Professional). The drive comes in a choice of two colours, black and cream.

PC880B with Blitz Amiga	£60
PC880B with Blitz, X-Copy	£75
PC880B with black case (CDTV)	£60
PC880E Economy Cyclone Comp. ..	£49.95
PC881 Amiga 500 internal drive	£40
PC882 Amiga 2000 internal drive	£40
PC883 Dual disk drive	£125

PC880B drive



The award winning external disk drive which includes Anti-click (cures that annoying click), Virus blocker (prevents viruses) and built-in backup hardware. Now available with Cyclone compatible chip.

£60

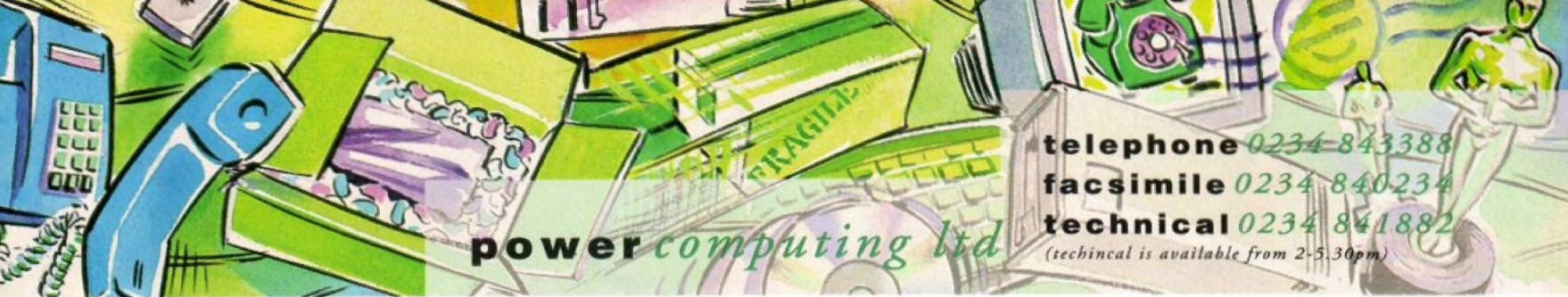


x-backup pro

Extremely powerful disk back-up utility, uses the latest custom chip design. Hardware designed by Power Computing.

X-Backup Pro	£29.95
--------------------	--------

A600/A1200 Colour Scanner available soon



telephone 0234 843388
facsimile 0234 840234
technical 0234 841882
(technical is available from 2-5.30pm)

epson GT-6500

A high resolution 24-bit colour flatbed scanner from Epson. Scan up to A4 in size on this 600DPI scanner. Comes with PowerScan or ASDG (ASDG is an extra £99). GT-8000 scans up to 800DPI.



Epson GT6500 PowerScan...£699
Epson GT6500 ASDG...£798
Epson GT8000 PowerScan...£1199
Epson GT8000 ASDG...£1298
Document Feeder...£399



Completely re-designed powerful user interface, produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 18-bit scanner, add text to scans, available with mono or colour scanner.

£119

power scanners

PowerScanner 4 (mono)...£119
PowerScanner 4 (colour)...£239
PowerScanner 4 inc. OCR...£159
PowerScanner 3...£99
Scanner 4 Upgrade inc. interface...£50
Scanner 4 Upgrade software...£20
OCR Junior Software...£49
OCR Full Version Upgrade...£49
(OCR full version is only available to registered users of OCR Junior)

auto rom sharer

ROM Share...£19.95
ROM Share inc. v2.04...£50
ROM Share inc. v1.3...£39
ROM Share A600...£29
ROM Share A600 v1.3...£55

home music kit

900KHz sampling rate, dynamic filtering, anti-aliasing filter, over 32 special effects and many more
Home Music Kit...£29.95
Midi Interface...£15.95

amiga 1200

A1200 Power Pack including PC1208 2MB including 68882 20MHz co-processor, 2 games (Nigel Mansells 'World Championship' & 'Trolls')

A1200 Pack 60MB HD...£599
A1200 Pack 80MB HD...£629
A1200 Pack 120MB HD...£679
A1200 Pack 170MB HD...£749

A1200 Power Pack, same as above but including 4MB PC1208 with 68882 20MHz co-processor

A1200 Pack 60MB HD...£699
A1200 Pack 80MB HD...£729
A1200 Pack 120MB HD...£789
A1200 Pack 170MB HD...£849

For Desktop Dynamite add £60

amiga 4000

A4000 040 330MB HD 4MB...£2229
A4000 030 330MB HD 4MB...£1399
Both systems come with 2MB of chip RAM

colour monitors

Commodore 1084st...£179.99
Commodore 1942...£399.99
Commodore 1940...£299.99
Multi-sync monitors are available EPOA

printer range

Huge range of printers available, Star, Citizen, Hewlett Packard and Epson. Please telephone for prices and your requirements.

chips & spares

Power Computing can supply a huge range of chips and spares, including RAMS for the Amiga, hard drives, power supply, cables etc.

supra modems

Supra Modems come complete with English phone cable, RS232 serial cable, heavy duty PSU and comms software, send and receive fax's, 100% compatible with industry standard 'AT' command codes, free trial offer to various services and V42 bis data compression.

Supra Fax Modem+...£119
Supra Fax Modem 32BIS...£229

electric fingers club

The Power BBS is a bulletin board service. Phone 0234 841503. Speeds up to 16.8K. This service is available 24 hours a day, and its free!

pro software

Home Accounts 2...£39
Deluxe Paint 4...£74
Morph Plus...£149
Real 3D Classic...£79
Real 3D v2...£380
SBase Personal 4...£119
SBase Professional 4...£225
Art Expressions...£149
ProDraw v3...£69
Art Department Pro v2.3...£149
Art Dept. Pro conversion...£59
Vista Pro v3...£49
Makepath (Vista)...£25
Terraform (Vista)...£25
Amos Pro...£35
Amos Pro Compiler...£25
Lattice C v6+...£279
Bars & Pipes Pro v2...£265
Superjam v1.1...£95
Brilliance...£152
Directory Opus...£49
Scala 500...£79
Scala Professional...£185
Video Director...£119
Final Copy II...£80
TurboPrint Pro...£39

miscellaneous products

PowerMouse...£15
Optical Mouse...£29.95
Replacement Optical Mat...£10
100 Branded Disks + Box...£70
10 Branded Disks...£4.99
A1200 Dustcover...£5
Intruder 1 Joystick...£29.99
Maverick 1 Joystick...£15.99
Python 1 Joystick...£9.99
Apache 1 Joystick...£7.99

order form



Return this order form to Power Computing Ltd, Unit 4 Railton Road, Woburn Road Ind. Estate, Kempston, Bedford MK42 7PN

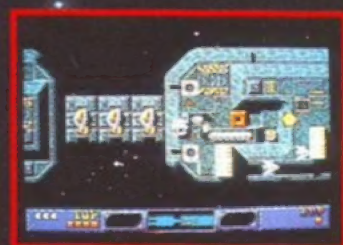
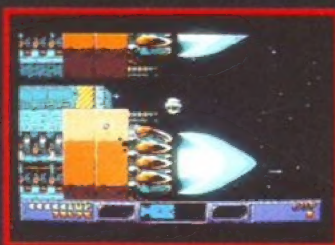
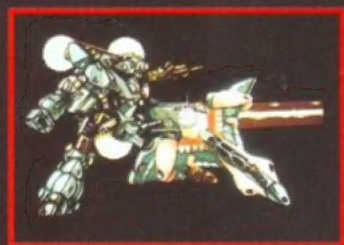
Name _____
Address _____
Telephone No. _____
Description _____
I enclose a cheque/PO for £ _____
Credit card No. _____
Expiry date _____
Signature _____
System owned _____
Make cheques payable to Power Computing Ltd

delivery next day £5.00 2-3 days £2.50 Saturday £10.00
deliveries are subject to stock availability

Fresh from the vaults of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Leviathan spaceships as your Manta swoops low and leaves a trail of mayhem in its wake.

URIDIUM II

"A classic game which has been brought bang up to date. Wonderful graphics, loads of blasting and a hook big enough to snare Jaws." Amiga Format 94%



"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay."

Amiga Action.

"Uridium II is fantastic. You can take our word for it... Smashing!"

Amiga Format.

"All in all, Uridium II is shaping up to be one helluva game."

CU Amiga.



**FOR THE AMIGA 500 (1 MEG), 600, 1200 ENHANCED.
UTILISES MOST MEMORY UPGRADES. SOON FOR THE AMIGA CD 32!**

GRAFTGOLD
Creative Software

C1, Metropolitan Wharf, Wapping Wall, London E1 9SS © 1993 GraftGold. Published by Renegade

